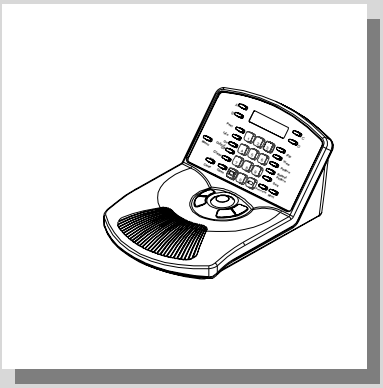
View Manager® 32 with Enhanced TOUCH TRACKER®

System Operator's Manual

Sensormatic
WORLD LEADER IN ELECTRONIC SECURITY

8000-2655-01



View Manager® 32

With Enhanced TOUCH TRACKER®

Operator's Manual

Version 1.0

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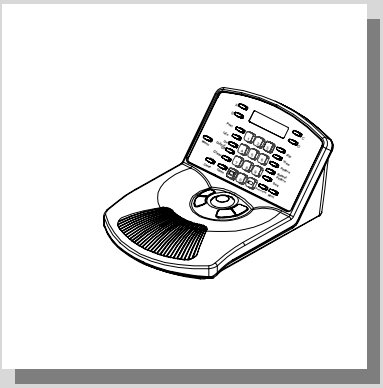

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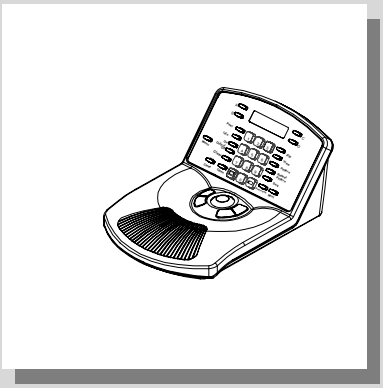


Before You Begin

This Operator's Manual provides detailed information about the features, operation, and application of your system. It explains, step-by-step, the tasks that you will perform when using the system. It is designed to be a continuing source of information and reference as you use your system.

In This Chapter

- How To Use This Manual
- Text Conventions
- Related Documents
- Support Services

How To Use This Manual

This manual is organized as follows:

- Chapter 1, *About Your New System*, describes what your system does and how it is used. It also identifies the system's different modes of operation, provides a brief overview of the TOUCH TRACKER, and describes the equipment installed and used with your system.
- Chapter 2, *Controlling Monitors, Cameras, and Output Devices*, discusses how you use the TOUCH TRACKER to select monitors and control cameras—both manually and automatically. It also describes how to toggle the state of an output device and how to clear alarms.
- Chapter 3, *Defining Automatic System Functions*, provides procedures on how to set up those system functions (such as Quick Views, Patterns and Sequences) that the user can initiate. It also provides procedures on how to set up those system functions (such as alarms and timed events) that happen automatically.
- Chapter 4, *On-Screen Programming*, provides procedures for configuring monitors, naming cameras, setting the system time and date, and scheduling timed events.
- Chapter 5, *TOUCH TRACKER Utilities*, describes those system utilities that can be initiated from the menu, and provides instructions on how to use those utilities.
- Appendix A, *Programming Worksheets*, contains worksheets that will make the task of programming your system easier. The worksheets provide you with a means of listing the dome numbers and names, programmed Quick View and Patterns, input and output devices, as well as their associated states. In addition, there are worksheets for setting up Sequences, alarms, and timed events. Make plenty of copies of the worksheets for future use.
- Appendix B, *Video Matrix Switcher: Alarm and Relay Connections*, provides information about connecting the 8 alarm inputs and 1 relay output to the rear of the video matrix switcher.

Text Conventions

This book uses text in different ways to identify different kinds of information.

italics	used for terms specific to your system, and text that requires emphasis
`monospace`	used for LCD messages and prompts
bold	used for names of buttons on the keypad, for example, **Seq**

Note Special notes are separated by ruled lines, like this.

Related Documents

Other sources provide supplemental information about your system. These sources serve to enhance your understanding of the system and its application.

- The Quick Reference Guide (document number 8000-2656-01) provides quick reference information about the procedures described in detail in this manual. Use it as a supplement to—not in place of—the information covered in this manual.
- The installation instructions (8000-2671-01) provide information about the physical installation for your system.
- Some systems are used in conjunction with the POS/EM Value system. Refer to the POS/EM Value System Administrator's Manual (document number 8000-1488-01) for additional information.
- Some systems are installed with a multiplexer. The multiplexer's features can supplement the functionality of your system. The documentation

included with the multiplexer offers programming and operation information for that unit.

- Some systems are connected to a VCR. The documentation included with the VCR offers programming and operation information for that VCR.

Contact your sales representative if you need additional copies of the Operator's Manual (or any other support documentation). The document number for this manual is 8000-2655-01; use this number when ordering the manual.

Support Services

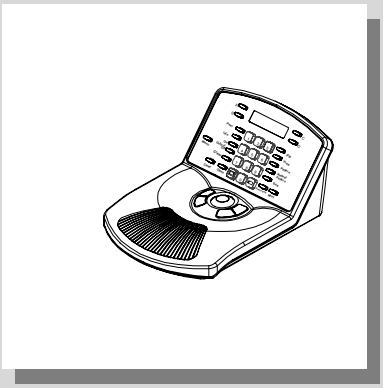
A variety of support services are available to help you get the most from your system.

If you have a question about system operation, and you cannot find the answer in this document, consult with your supervisor. If your supervisor cannot answer your question, contact the Help Desk at 1-800-241-6678.

Getting System Training and Consultation Services

If you feel that you require additional training in addition to that administered by the Customer Support Specialist or Customer Engineer, contact your supervisor or local sales representative.

C H A P T E R 1



About Your New System

This chapter describes your new system and its features. It describes the TOUCH TRACKER and its modes of operation. It also provides an overview of the POS/EM Value system.

In This Chapter

- Understanding Your System
- System Features
- Typical Equipment
- Interfacing With the POS/EM Value System
- An Overview of the TOUCH TRACKER
- Modes of Operation

Understanding Your System

This manual describes those features that are available to you as system operator, and it provides instructions for using these features. It is up to you, however, to understand these features and apply them in your specific environment.

Each site or situation has different concerns, capabilities, and vulnerabilities. Understanding how your system works will enable you to address these concerns and overcome these vulnerabilities.

Use this manual to learn how to customize your system to meet the needs of your environment. Most importantly, get comfortable using the system. As you become more familiar with the system's features and functions, the more competent you will become at securing your site. Once you become comfortable using the system, you will find it a valuable—and timesaving—security and management tool.

System Features

This system enables you to oversee activity throughout your facility *as it happens*. This powerful overview allows you to document activity and can help you to prevent unwanted activity from taking place.

The system can include either one or two camera controllers, called TOUCH TRACKERs. These devices can control cameras simultaneously, and enable two users to operate the system concurrently. As an alternative, a single user could control both devices at the same time for two-handed operation.

The features available to system operators include:

- Call up video from individual cameras to any monitor.
- Control a camera's panning and tilting movements, as well as its zoom, focus, and iris.
- Initiate an “Apple Peel” pattern for a SpeedDome, providing you with complete video coverage of an area.
- “Flip” a SpeedDome, which enables you to rotate the SpeedDome 180° in the opposite direction from its current view.

- Define and display *Quick Views*, which are immediate camera call-ups of pre-defined scenes, with automatic zoom and focus.
- Define and run *Patterns*, which comprise a sequential series of pan, tilt, zoom, and focus movements from a single camera.
- Incorporate up to 64 of the pre-defined Quick Views and Patterns in a *Sequence*, where the events are automatically displayed one after the other on the selected monitor.
- Toggle the state of up to 129 output devices (128 for domes, 1 for the video matrix switcher) which, if hooked up through relays, can control lights, door locks, as well as other devices, via the TOUCH TRACKER.
- Define up to 136 different alarm inputs (128 for domes, 8 for the video matrix switcher). When an alarm is triggered, it can automatically call up a pre-defined Quick View, Pattern, or fixed shot and/or initiate an output.
- Clear alarms from the primary TOUCH TRACKER; the system can store up to four alarms at a time in its queue.
- Run utilities, such as resetting a SpeedDome, adjusting the key click volume, and setting the language for the LCD and on-screen forms, that can be accessed from the TOUCH TRACKER's menu.

Typical Equipment

Every system consists of a unique set of equipment. Some equipment is required, while other equipment is optional.

The following figure shows some components installed for a typical system. This simplified illustration gives only a very broad overview of the different types of equipment and how the components connect to one another.

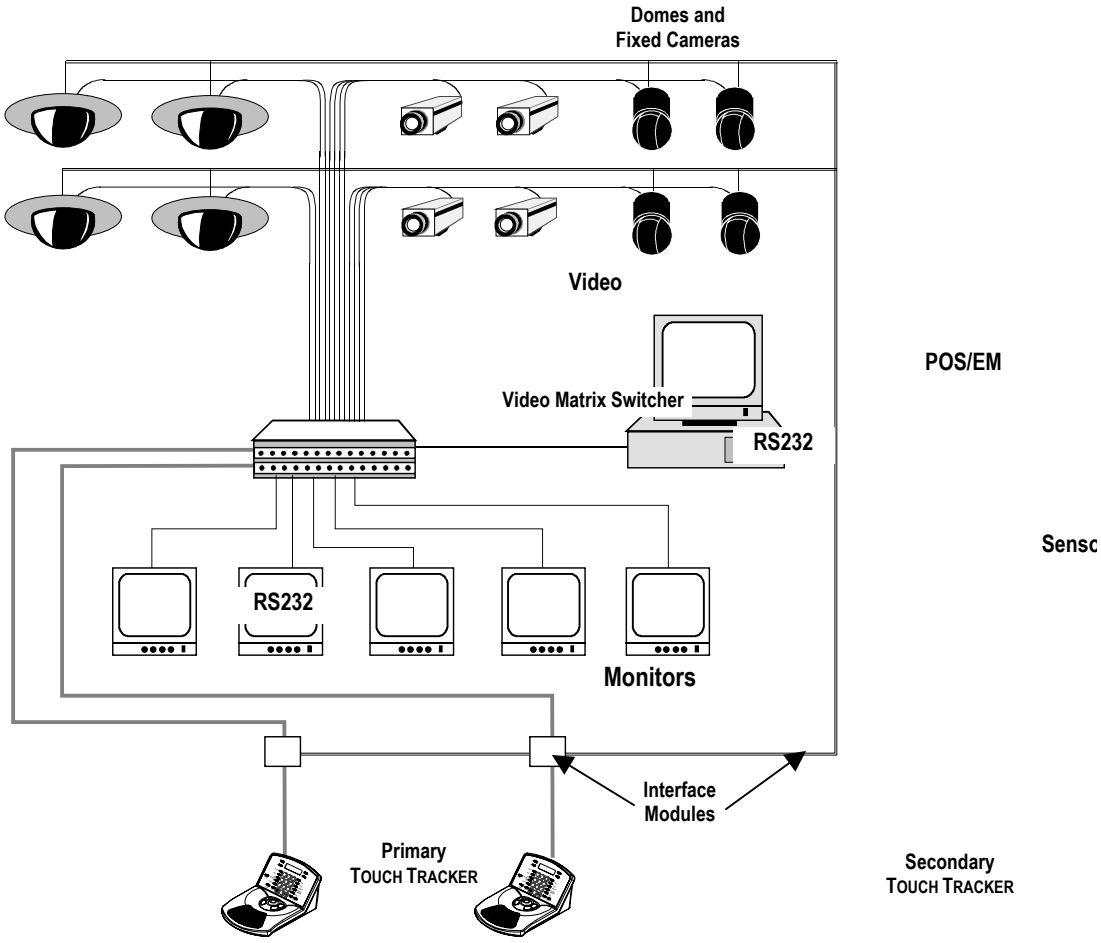


Figure 1-1: Typical Equipment

- The system's cameras enable you to monitor activity throughout a facility from a single location. You can see video from up to 32 cameras. The system is compatible with programmable and non-programmable domes, and fixed cameras.
- The TOUCH TRACKER is the device you use to select cameras and manually control their movement, as well as adjust the zoom, focus, and iris. It enables you to perform automated camera operations and clear

system alarms. You can access the menu to program automated system functions and use the utilities.

- If there are two TOUCH TRACKERs installed with your system, you must configure one as the primary and the other as the secondary TOUCH TRACKER. The primary TOUCH TRACKER employs all of the functionality described in this manual. The secondary TOUCH TRACKER, however, does not support alarm processing, programming of Quick Views or Patterns, timed event setup, or using the on-screen forms.
- The monitors display video from the cameras. Up to five monitors may be installed at your facility. Both the primary and secondary TOUCH TRACKERs may control video on any of the installed monitors.
- The *video matrix switcher* provides video switching, eight additional alarm inputs, one relay output, text overlay camera titles, and support for timed events.
- The POS/EM Value may be used in conjunction with this system. POS/EM Value enables you to automatically view and record exception transactions that take place at the point of sale.

Interfacing With the POS/EM Value System

Some systems interface with the Point-of-Sale/Exception Monitoring (POS/EM) Value system. The POS/EM Value system monitors the activity that takes place at the cash registers.

POS/EM Value documents those transactions that it considers exceptions to the norm. When it documents one of these exceptions, it can print out the actual register receipt and/or instruct a camera to view and record the transaction as it happens.

When an exception occurs at a cash register, the POS/EM Value system can take control of a camera (if it has been configured to do so). When an exception occurs, POS/EM Value calls video to a specified monitor. When this occurs, you can select the affected camera and manually take control of it.

You can determine whether or not you want the POS/EM Value system to have priority over your system's cameras. Use the **C** button on the primary TOUCH TRACKER to indicate this. Each time you press the **C** button you

toggle back and forth between POS/EM Value priority over the cameras and system priority over the cameras. If a "-" is displayed on the LCD, this indicates that POS/EM Value will never take control of a camera in the event of an exception.

An Overview of the TOUCH TRACKER

The TOUCH TRACKER is a video control station that provides you with easy access to a variety of video control features—from basic camera control to advanced automated functions.

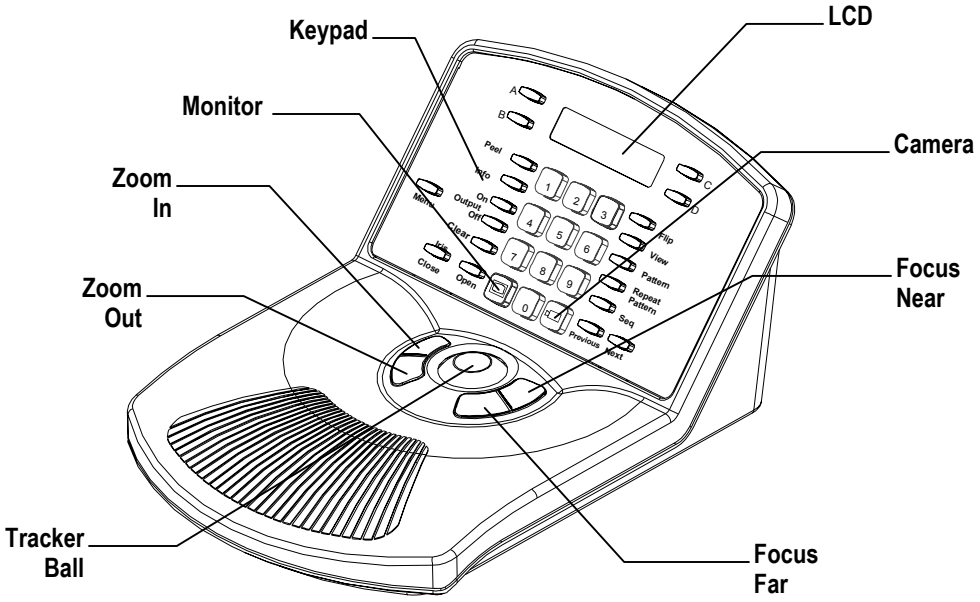


Figure 1-2: TOUCH TRACKER Overview

The *Tracker Ball* provides variable speed control of a camera's pan and tilt. When the menu is displayed, the Tracker Ball enables you to scroll through the menu items on the LCD.

The *zoom* and *focus buttons* enable you to control a camera's zoom and focus. The **Zoom In** and **Zoom Out** buttons are located to the left of the Tracker Ball. The **Focus Near** and **Focus Far** buttons are located to the right of the Tracker

Ball. When the menu is displayed, the zoom and focus buttons allow you to select the items on the LCD.

The *keypad* contains buttons that call up video from individual cameras and control the pre-programmed movement of those cameras. It also contains the buttons for camera iris control, dome output control, and monitor selection.

The *LCD,* located at the top of the keypad, displays the currently selected camera and monitor numbers, as well as system prompts and messages. It enables you to see the numbers you enter from the keypad as you enter them. It also displays the menu.

Modes of Operation

The TOUCH TRACKER has four different modes of operation:

- Camera Control Mode
- Menu/Programming Mode
- Sequence Mode
- Alarm Mode

The system functions differently depending on its mode of operation. A description of each of these modes appears in this section.

Camera Control Mode

When the TOUCH TRACKER is in the camera control mode, you can:

- Select which monitor you want to display camera video. Refer to “Selecting Monitors,” in Chapter 2.
- Select which camera's video you want to display on the selected monitor. Refer to “Controlling Cameras,” in Chapter 2.
- Control the pan, tilt, zoom, focus and iris of the selected camera. Refer to “Controlling Cameras,” in Chapter 2.
- Run Quick Views, Patterns, and Sequences. Refer to “Displaying Quick Views,” “Running Patterns,” and “Running Sequences” in Chapter 2.
- Control output devices attached to domes or the video matrix switcher. Refer to “Controlling Output Devices,” in Chapter 2.

In the camera control mode, the currently selected monitor and camera numbers appear on the LCD. In addition, status messages that occur stay on the LCD for 5 seconds. If two TOUCH TRACKERs are installed, the letter "S" appears in the lower right corner of the LCD belonging to the secondary TOUCH TRACKER.

In this mode, the Tracker Ball functions as the camera pan/tilt controller, and the zoom and focus buttons control the zoom and focus of the currently selected camera.

Menu/Programming Mode

You activate the menu/programming mode by pressing the **Menu** button on the TOUCH TRACKER. When the TOUCH TRACKER is in the menu / programming mode, the LCD displays the available menu selections. The Tracker Ball functions as a cursor controller by enabling you to scroll through the menu selections.

The zoom and focus buttons enable you to select an item on the menu. There are always two menu items visible at one time on the LCD. Use a zoom button (to the left of the Tracker Ball) to select the item on the top line. Use a focus button (to the right of the Tracker Ball) to select the item on the bottom line.

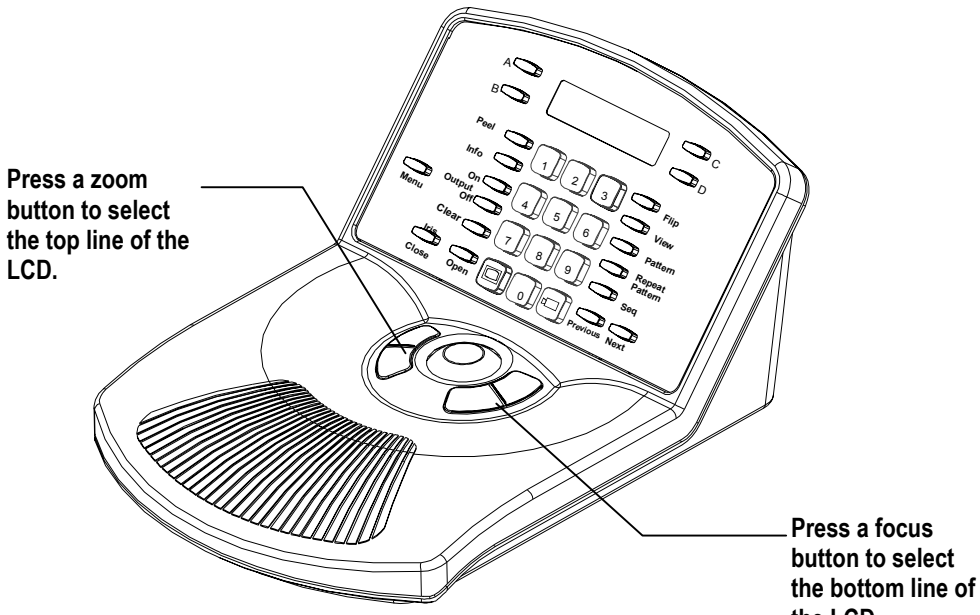


Figure 1-3: Selecting menu options

Note The examples provided in later chapters will refer to using the **Zoom** and **Focus** buttons to make menu selections. However, you may also use the **A** button to select the top item on the LCD, and the **B** button to select the bottom item on the LCD. Use the **C** and **D** buttons to scroll through the menu items.

In the menu/programming mode, you can perform the following activities:

- Program the Quick Views for each programmable dome. Refer to "Defining Quick Views" in Chapter 3.
- Program the Patterns for each programmable dome. Refer to "Defining Patterns" in Chapter 3.
- Designate the Quick Views, Patterns, and fixed shots to include in the Sequences. Refer to "Defining Sequences" in Chapter 3.

- Configure alarm acknowledgment settings. Refer to “Setting Automatic Alarm Acknowledgment” in Chapter 5.
- Define which inputs will trigger an alarm, and what camera action and/or output will be initiated when that alarm is triggered. Refer to “Setting Up System Alarms” in Chapter 3.
- Tune the Tracker Ball sensor for maximum range of motion. Refer to “Calibrating the Tracker Ball” in Chapter 5.
- Reset a SpeedDome if it is not responding as expected to TOUCH TRACKER commands. Refer to “Resetting the Dome” in Chapter 5.
- Select the language for displaying text on the LCD and on-screen forms. Refer to “Selecting a Language” in Chapter 5.
- Assign the primary and secondary TOUCH TRACKERs. Refer to “Designating Primary Versus Secondary TOUCH TRACKER” in Chapter 5.
- Swap the functionality of the zoom and focus buttons. Refer to “Zoom and Focus Button Setup” in Chapter 5.
- Display system information about TOUCH TRACKERS and domes. Refer to “Displaying a Dome's ID Code” in Chapter 5.
- Set the system time and date. Refer to “Setting System Time and Date” in Chapter 4.
- Setup system events and configure event timers. Refer to “Configuring Timed Events” in Chapter 4.
- Assign camera names. Refer to “Naming Cameras” in Chapter 4.
- Configure the monitor display formats. Refer to “Setting Up Monitors” in Chapter 4.

Sequencing Mode

You activate the sequencing mode by pressing the **Seq** button; this initiates the Sequence you defined in the menu/programming mode.

The Sequence consists of up to 64 of the previously defined Quick Views and Patterns (called *events*). These events run one after the other on the monitor. The sequencing mode provides you with an unattended surveillance of your facility; it runs continuously until you stop it manually.

When the TOUCH TRACKER is in the sequencing mode, the LCD displays the camera number whose video currently appears on the monitor. It also

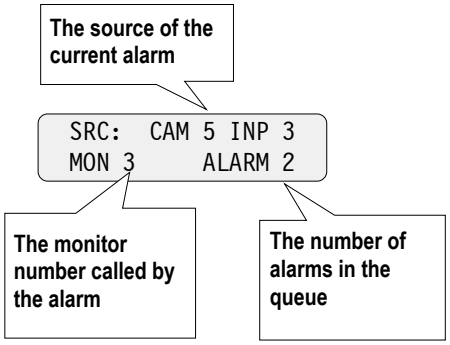
displays the event number (1 through 64) of the Sequence currently active. In addition, the LCD displays how many seconds the current event will remain on the screen until the next event replaces it.

For more information on the sequencing mode, refer to the section titled “Running the Sequence,” in Chapter 2.

Alarm Mode

Regardless of the current mode of the system, the TOUCH TRACKER automatically goes into the alarm mode when an alarm is triggered. When the alarm mode is active, the TOUCH TRACKER beeps every second until the alarm is acknowledged, either manually or automatically.

You set up the alarms in programming mode. When you set up an alarm, you determine what will trigger the alarm, and what the alarm will do when it is triggered. The following illustration shows an example of the primary TOUCH TRACKER's LCD in the alarm mode.

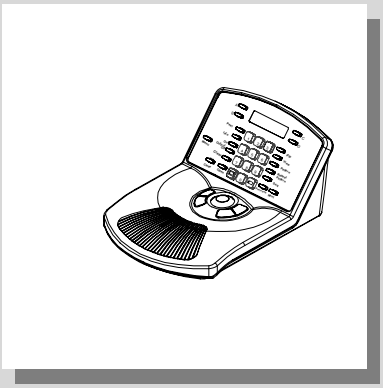

The source of the current alarm
SRC: CAM 5 INP 3
MON 3 ALARM 2
The monitor number called by the alarm
The number of alarms in the queue

In the previous example, there are currently two alarms active. The alarm whose information appears on the LCD was triggered by input 3 of camera 5. The video from the alarm appears on monitor 3.

For more information on the alarm mode, refer to the section “Clearing System Alarms,” in Chapter 2.

NOTES:

C H A P T E R 2



Controlling Monitors, Cameras, and Output Devices

This chapter describes the basic procedures necessary to operate your system. It describes how to select monitors and control cameras. It provides instructions for displaying Quick Views, Patterns, and Sequences. It also describes how to control outputs and clear alarms.

In This Chapter

- Selecting Monitors
- Controlling Cameras
- “Flipping” the SpeedDome
- Running the “Apple Peel” Pattern
- Displaying Quick Views
- Running Patterns
- Running Sequences
- Controlling Output Devices
- Clearing System Alarms

Selecting Monitors

Your system supports up to five monitors for displaying camera video. If two TOUCH TRACKERS are installed at your facility, either controller may display video from any camera on any of the monitors. However, only one TOUCH TRACKER can be in control of a monitor at any given time.

To select a monitor, do the following:

1. Use the number buttons to enter a monitor number (1 - 5).

2. Press (the **Monitor** button).

Note: The TOUCH TRACKER beeps if you enter an invalid monitor number (any number greater than 5).

Controlling Cameras

Your system supports up to 32 cameras. Each camera has a unique number associated with it. To select a camera, use the number buttons to enter the camera number, and then press (the **Camera** button). The video from that camera appears on the selected monitor, and the camera number appears in the bottom left corner of the monitor.

If you select a camera via the primary TOUCH TRACKER, its video appears on the monitor currently controlled by the primary TOUCH TRACKER. If you select a camera via the secondary TOUCH TRACKER, its video appears on the monitor currently controlled by the secondary TOUCH TRACKER.

In cases where both TOUCH TRACKERs have selected the same monitor, selecting a different camera will result in the LCD of both TOUCH TRACKERs being updated. If two users attempt to control the same camera simultaneously, `"Override"` appears on the LCD of the TOUCH TRACKER controlled by the second user.

Stepping Through the Cameras

The **Previous** and **Next** buttons enable you to manually step through all of the cameras, one at a time. Press the **Previous** and **Next** buttons to step backward and forward, one camera at a time, through the 32 available camera inputs.

Controlling a Camera's Pan and Tilt

Once you have selected a camera, you can manually control the movement of that camera. *Pan* is the side to side movement of the camera. *tilt* is the up and down movement of the camera.

You use the Tracker Ball to control the camera's pan and tilt. To pan the camera, move the Tracker Ball left and right; to tilt the camera, move the Tracker Ball towards you or away from you.

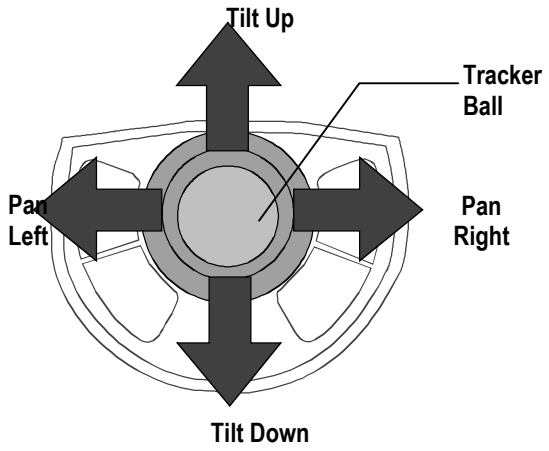


Figure 2-1: The Tracker Ball controls camera pan/tilt movement.

You can simultaneously pan and tilt the camera for diagonal movement. For example, move the Tracker Ball diagonally up and to the right; this moves the camera up and to the right.

The speed of the camera movement is proportional to how far you move the Tracker Ball from its center position. If you move the Tracker Ball slightly to the right, the camera will pan slowly to the right. As you move the Tracker

Ball farther to the right, the camera's panning speed increases until it reaches its maximum speed. This variable speed operation applies to programmable domes only. Non-programmable domes provide two speeds: normal and fast.

Controlling Zoom and Focus

Once you have selected a camera, you can control the zoom and focus settings of that camera. The **Zoom** buttons are located on the left side of the Tracker Ball and the **Focus** buttons are located on the right side of the Tracker Ball. The following figure illustrates the locations of the zoom and focus controls.

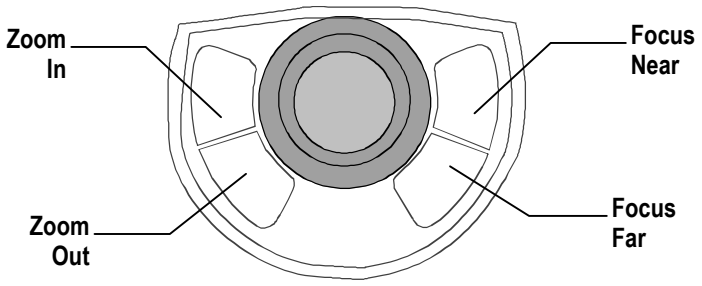


Figure 2-2: Zoom and Focus controls are located next to the Tracker Ball.

Zooming In and Out

Zoom refers to the action of adjusting the magnification of the camera lens to make an object appear closer (larger) or farther away (smaller). To make objects appear closer, press the **Zoom In** button. To make objects appear farther away, press the **Zoom Out** button. If you quickly press and release a button, there will be only a slight visible change on the monitor. The longer a zoom button is pressed, the more noticeable the response will be.

Focusing the Camera

Focus refers to the action of adjusting the clarity of the display on the monitor. To focus on the object or scene displayed on the monitor, press a focus button. Press the **Focus Near** button if the object is closer than the current focus setting. Press the **Focus Far** button if the object is farther away than the current focus setting. You will see the picture on the monitor become either sharper and clearer or fuzzier and less clear. Like the zoom

buttons, the focus buttons reacts based on how long it is pressed. The longer a focus button is pressed, the more noticeable the response will be.

Note For SpeedDome LT and SpeedDome Ultra series of domes, using a focus button changes the dome to manual focus mode. To resume auto focus mode, press **Iris Open** and **Iris Close** simultaneously.

Controlling the Iris

Normally, the camera's auto gain function and the auto/manual iris function control the brightness and darkness of the picture. However, there may be times when you would like to see the picture on the monitor be even darker or lighter. There are buttons on the keypad that enable you to control the camera's iris, which is the device that regulates the brightness or darkness of the picture.

To make the picture brighter, press the **Iris Open** button. To make the picture darker, press the **Iris Close** button.

To return the iris to its default setting, press both iris buttons simultaneously.

"Flipping" the SpeedDome

You can flip a SpeedDome 180° in the opposite direction. The SpeedDome flip is useful when you are tracking a subject who walks directly under the SpeedDome and then continues walking on the other side of the SpeedDome.

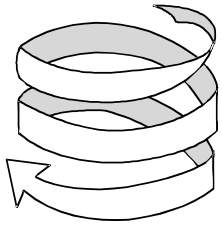
To flip the currently selected SpeedDome, press the **Flip** button on the keypad. When you flip a SpeedDome, the LCD displays the following information:

```
CAM 23
MON 5          FLIP
```

Running the “Apple Peel” Pattern

You can instruct a SpeedDome to run the Apple Peel pattern. This is a default pattern that all SpeedDomes can run without any user programming.

The *Apple Peel pattern* consists of three revolutions of camera panning, with tilt starting at the ceiling. Each revolution tilts down approximately 30°. The Apple Peel pattern provides you with a complete view of the area.



Apple Peel

Note If you are using the View Manager 32 system with a Sensornet-to-RS-422 Code Converter, pressing **Peel** will run Pattern 3 for the currently selected dome if Pattern 3 has been programmed.

The following procedure describes how to initiate the Apple Peel pattern.

1. Use the number buttons to enter the number of the monitor where you want the video displayed. Then press **Monitor**.
2. Use the number buttons to enter the number of the SpeedDome for which you want to initiate the Apple Peel pattern. Then press the **Camera** button.
3. Press the **Peel** button.
   The LCD displays the following information:

```
CAM 23
MON 5          PEEL
```

The Apple Peel pattern will repeat itself indefinitely until you issue a camera command (pan, tilt, zoom, focus, or iris) to the dome running the pattern.

Displaying Quick Views

I M P O R T A N T

The SpeedDome Ultra III and newer domes support up to 96 views. Older domes support up to 4 views. The TOUCH TRACKER beeps when you attempt to call up a view numbered higher than 4 on domes older than the SpeedDome Ultra III.

A *Quick View* enables you to instantaneously call up a specific view from a programmable dome, regardless of where that dome is currently pointing. A Quick View is useful when you want to look at a particular item or area immediately. You may not want to manually pan and tilt the camera to the specific area, and then zoom and focus.

You can define your own Quick Views to support your specific needs. Refer to Chapter 3, *"Defining Automatic System Functions*," for procedures on defining Quick Views.

The **View** button on the keypad allows you to call up the Quick Views that you have defined for your cameras. Depending on the type of dome, either 4 or 96 Quick Views may be defined.

The Dome Configuration Worksheet in Appendix A allows you to list which Quick Views are available for which domes. Make copies of this worksheet for each dome installed at your facility.

The following procedure describes how to display a Quick View.

1. Use the number buttons to enter the number of the monitor where you want to display the video. Then press the **Monitor** button.
2. Use the number buttons to enter the number of the camera whose Quick View you want to display. Then press the **Camera** button.

3. Use the number buttons to enter the number of the Quick View you want to display, and then press the **View** button.

If the Quick View exists for that camera, the camera will immediately point to the pre-defined Quick View, and then zoom and focus automatically. The following information appears on the LCD:

```
CAM 12
MON 3          VIEW 4
```

If you tried to call up a Quick View for a non-programmable dome, or if you entered an invalid View number (any number greater than 96), the TOUCH TRACKER beeps.

Running Patterns

A *Pattern* is a sequential series of pan, tilt, zoom, and focus movements from a programmable camera. You "teach" the camera a combination of these movements. Then when you run the Pattern, the camera automatically repeats the movements you taught it.

You can define your own Patterns to support your specific needs. Refer to Chapter 3, "Defining Automatic System Functions," for procedures on defining Patterns.

When you run a Pattern, you can specify that you want the Pattern to run once, or you can specify that you want the Pattern to repeat itself until you stop it manually. Both methods are described here.

The Dome Configuration Worksheet in Appendix A allows to list which Patterns are available for which domes. Make copies of this worksheet for each dome installed at your facility.

The following procedure describes how to run a Pattern. Each programmable dome can have up to three Patterns defined for it.

1. Use the number buttons to enter the number of the monitor where you want the video displayed. Then press the **Monitor** button.

2. Use the number buttons to enter the number of the camera whose Pattern you want to run. Then press the **Camera** button.

3. Use the number buttons to enter the number of the Pattern you want to run. Then press the **Pattern** button (if you want the Pattern to run once), or press the **Repeat Pattern** button (if you want the Pattern to repeat indefinitely until you stop it).

   If the selected Pattern exists for that camera, the Pattern will automatically begin running. If the selected Pattern does not exist for that camera, the camera will run the default Apple Peel pattern, described previously.

   Depending on whether this is a one time Pattern or a repeating Pattern, one of the following messages appears on the LCD:

   ```
   CAM 30
   MON 1        PATTERN
   ```
   – OR –
   ```
   CAM 30
   MON 1         REPEAT
   ```

   If you instructed the Pattern to repeat itself, the Pattern will continue running until you manually issue a camera command (pan, tilt, zoom, focus, or iris) to the dome running the Pattern.

   If you tried to run a Pattern for a non-programmable dome, or if you entered an invalid Pattern number (any number greater than 3), the TOUCH TRACKER beeps.

Running Sequences

A *Sequence* consists of a collection of Quick Views and Patterns that have been defined for your system's cameras. You can also include fixed shots from any camera in a Sequence. Each TOUCH TRACKER installed with your system can have its own Sequence. Each Sequence can include up to 64 of these Quick Views, Patterns, and fixed shots. These are referred to as the *"events"* of the Sequence. When a Sequence is running, these events appear automatically, one after the other, on the selected monitor. Each event remains on the monitor for a specific duration time (from 1 to 90 seconds); the duration time can be different for each event.

You can define the Sequence that most adequately supports your specific needs. Refer to Chapter 3, "*Defining Automatic System Functions*," for procedures on defining the Sequence.

To run the Sequence, press the **Seq** button. The Sequence automatically begins running and the information shown here appears on the LCD.

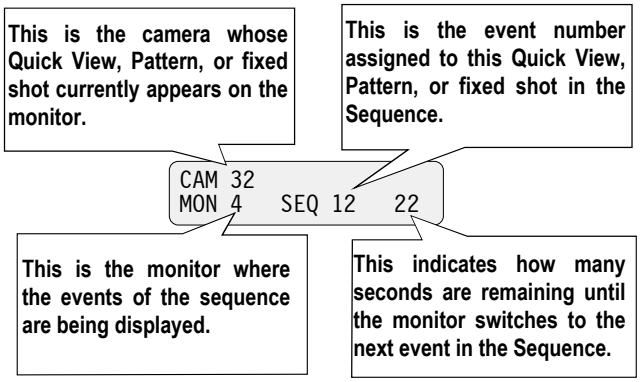

This is the camera whose Quick View, Pattern, or fixed shot currently appears on the monitor.
This is the event number assigned to this Quick View, Pattern, or fixed shot in the Sequence.
CAM 32
MON 4 SEQ 12 22
This is the monitor where the events of the sequence are being displayed.
This indicates how many seconds are remaining until the monitor switches to the next event in the Sequence.

Figure 2-3: Sequence display overview.

As the Sequence is running, the LCD indicates which camera's video appears on the monitor, which event in the Sequence is active, and the seconds remaining in that event's duration time.

The Sequence will repeat itself indefinitely until you press either the **Seq** or **Clear** button, or move the Tracker Ball on the TOUCH TRACKER.

Controlling Output Devices

Outputs devices are external devices, such as lights, audible alarms, door locks, that can be controlled via the TOUCH TRACKER. Output devices may be connected to outputs on the domes or the video matrix switcher. Each dome can have up to four output devices connected to it. The back panel of the video matrix switcher provides connection for one additional output

device. You can control the state of any output device connected to the system by using the TOUCH TRACKER.

There can be up to 129 output devices (128 for domes, 1 for the video matrix switcher) configured at a single facility. It is useful to post information about the output devices near to the TOUCH TRACKERs. The Dome Configuration Worksheet in Appendix A allows you to write the information about your dome outputs in an easy-to-read table. You should make copies of this worksheet for each dome installed at your facility. Appendix A also includes a worksheet for your video matrix switcher. Keep all of this information with the TOUCH TRACKERS. By doing this, the TOUCH TRACKER users can easily determine what outputs are available, as well as the on and off states for each output.

Controlling Dome Outputs

The following procedure describes how to turn a dome output on and off. The on and off states for each dome output are listed on the Dome Configuration Worksheet found in Appendix A. You must know the both the dome number (1 – 32) and the output number (1– 4) before you begin this procedure.

1. Refer to the Dome Configuration Worksheet to determine which output you want to turn on or off.
2. Use the number buttons to enter the number of the camera whose output state you want to toggle. Then press (the **Camera** button).
3. Use the number buttons to enter the number of the output you want to control. Then press the **Output On** button if you want to activate the output, or press the **Output Off** button if you want to deactivate the output. The worksheet in Appendix A provides the on and off states for each output.

   Depending on whether you turned the output on or off in the previous step, the LCD displays one of the following messages:

```
CAM 4          OUTPUT
MON 1            3 ON
```

–OR–

```
CAM 4          OUTPUT
MON 1            3 OFF
```

If you entered an invalid output number (any number greater than 4 or an output that does not exist) the TOUCH TRACKER beeps.

Controlling Switcher Outputs

If you press the **Output On** button without entering a number first, the output device connected to the video matrix switcher activates. The following information will appear on the LCD:

```
CAM 25          OUTPUT
MON 3             ON
```

If you press the **Output Off** button without entering a number first, the output device connected to the video matrix switcher deactivates. The following information will appear on the LCD:

```
CAM 25          OUTPUT
MON 3             OFF
```

Clearing System Alarms

Note Alarms can be cleared from the primary TOUCH TRACKER only.

Your system can be configured to handle up to 136 different alarms (128 from dome inputs, 8 from video matrix switcher inputs). When an alarm is triggered, it takes precedence over whatever you are doing on the primary TOUCH TRACKER. For example, if you are in the programming mode when an alarm comes in, the alarm information replaces the programming information on the LCD. If you are running the Sequence when an alarm comes in, the alarm information replaces the Sequence information on the LCD. In addition, the video from the alarm appears on the monitor designated by the alarm.

Each alarm can be configured to automatically call up video and initiate an output device. For example, when an alarm is triggered, it can automatically run a specific Pattern and set off an audible alarm. In addition, whenever an alarm is triggered, the TOUCH TRACKER beeps, signaling an active alarm. The TOUCH TRACKER beeps every second until the alarm is cleared either manually or automatically.

There can be up to four alarms active at one time. If more than four alarms are active simultaneously, and none are cleared, the oldest alarm gets "pushed out" of the queue.

The following illustration is an example of what the LCD looks like when an alarm is activated by a dome.

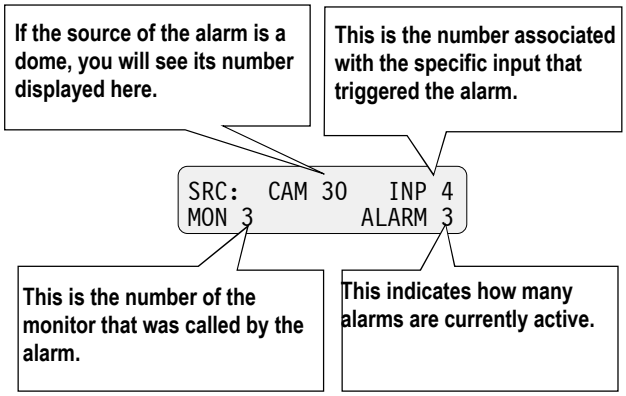

If the source of the alarm is a dome, you will see its number displayed here.
This is the number associated with the specific input that triggered the alarm.
SRC: CAM 30 INP 4
MON 3 ALARM 3
This is the number of the monitor that was called by the alarm.
This indicates how many alarms are currently active.

Figure 2-4: Alarm display when triggered by a dome.

The following illustration is an example of what the LCD looks like when an alarm is activated by the switcher.

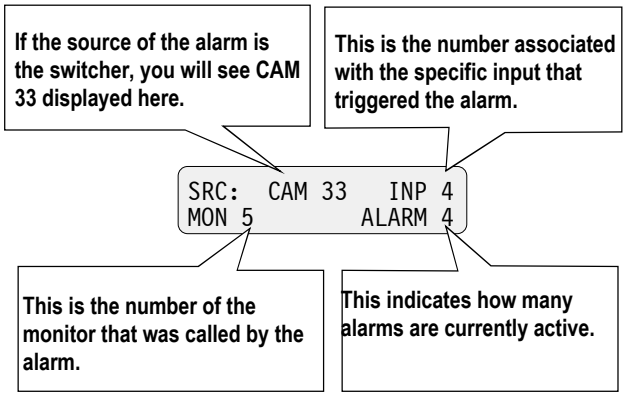

If the source of the alarm is the switcher, you will see CAM 33 displayed here.
This is the number associated with the specific input that triggered the alarm.
SRC: CAM 33 INP 4
MON 5 ALARM 4
This is the number of the monitor that was called by the alarm.
This indicates how many alarms are currently active.

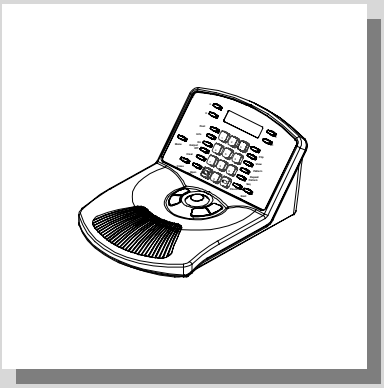
Figure 2-5: Alarm display when triggered by the video matrix switcher.

The default setting for the system is for manual clearing of alarms. However, the system can be set to clear alarms automatically after a designated period of time. This is known as *automatic alarm acknowledgment*. This procedure is covered in chapter 5. No action is required by the operator to clear alarms when automatic alarm acknowledgment is enabled.

Press the **Clear** button on the primary TOUCH TRACKER to manually clear the alarm whose information appears on the LCD and whose video appears on the called monitor. When you clear an alarm, its associated output returns to its original state, and its information clears from the LCD. Continue to press **Clear** until all active alarms have been acknowledged.

The primary TOUCH TRACKER stops beeping when all active alarms are cleared. If the primary TOUCH TRACKER was running a Sequence before the alarm came in, it will restart the Sequence from the beginning. Otherwise, the TOUCH TRACKER returns to camera control mode.

C H A P T E R 3



Defining Automatic System Functions

Automated functions help you to use your system more efficiently. By using Quick Views, Patterns, and Sequences, you can easily survey the areas that you want without panning, tilting, or focusing the cameras manually.

In This Chapter

- Defining Quick Views
- Defining Patterns
- SpeedDome LT Auto Pan Programming
- Understanding Sequence Programming
- Defining Sequences
- Alarm Programming Overview
- Setting Up System Alarms

Defining Quick Views

I M P O R T A N T

The SpeedDome Ultra III and newer domes support up to 96 views. Other domes support up to 4 views. The Touch Tracker beeps when you attempt to program a view numbered higher than 4 on domes older than the SpeedDome Ultra III.

A *Quick View* automatically and instantaneously calls up a view from a programmable dome, regardless of where that dome is currently pointing. You can define your own Quick Views to support your specific needs. You can define 4 different Quick Views for each programmable dome.

Tip: Quick Views can be defined from the primary TOUCH TRACKER only.

The following procedure describes how to define a Quick View.

1. Using the number buttons, enter the number of the programmable camera for which you are defining this Quick View. Then press (the **Camera** button).
2. Pan and tilt the camera so that it is pointing at the view you want to define. Then zoom and focus the camera as necessary.

Note For SpeedDome LT and SpeedDome Ultra, adjusting the focus switches the dome to manual focus mode. Each time the Quick View is called, you will need to manually focus the image. To prevent this, press the **Iris Open** and **Iris Close** buttons simultaneously to resume auto focus mode.

3. When you have the perfect picture displayed on the monitor, press the **Menu** button.

   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears on the LCD:

   ```
   DEFINE SEQUENCE
   SETUP VIEW
   ```

4. Press the appropriate button, zoom or focus, to select `Setup View`.

   The following prompt appears on the LCD:

   ```
   CAM 15
   MON 2        VIEW #?
   ```

I M P O R T A N T

If you press a number already assigned to a Quick View for this camera, the new Quick View overwrites the existing Quick View. There is no warning to indicate that the existing Quick View will be replaced. *Use caution.*

5. Press the number on the keypad (1 - 96) that you want to assign to this Quick View, then press a **zoom** or **focus** button.

The following message appears briefly on the LCD:

```
CAM 15
MON 2     VIEW SAVED
```

If you press an invalid number (any number greater than 96), the TOUCH TRACKER beeps, and the system will not save the Quick View. If this happens, simply press a valid number and the Quick View will be saved.

If you want to test the Quick View, press the number button and **View** for the Quick View you just created.

Record each Quick View you define on a copy of the Dome Configuration Worksheet included in Appendix A. This worksheet provides a space for describing the Quick Views, Patterns, and Dome Inputs and Outputs configured for your system.

Tip: You may also use the shortcut key sequence of **Menu**, **View**, number (1-96), and **Zoom** or **Focus** to create a Quick View of the current scene.

Defining Patterns

You can define your own Patterns to support your specific needs.

You can program up to three Patterns per programmable dome. Two variables restrict the length and complexity of a Pattern:

- Number of camera commands
- Time

Each time you move the camera in any direction, zoom in or out, focus near or far, or adjust the iris, you have issued camera commands to the camera. The three Patterns for a dome can collectively consist of up to 98 camera commands. As you program a Pattern, the number of remaining camera commands for the Pattern appears on the TOUCH TRACKER LCD.

There is also a time constraint on Patterns. A single Pattern cannot have a duration longer than approximately 6 minutes and 50 seconds. Even if a Pattern has only two camera commands in it, the Pattern will stop recording once its duration time has elapsed.

Patterns are programmed in *real-time.* This means that the camera is remembering every programming command you make at the actual speed you issue the commands. For example, if you let the camera sit still for 20 seconds during programming, the camera pauses for 20 seconds when the Pattern runs. The 20 seconds of "non-motion time" is part of the Pattern.

Tip: Patterns can be defined from the primary TOUCH TRACKER only.

The SpeedDome LT does not support Pattern programming. Refer to the section in this chapter titled "SpeedDome LT Auto Pan Programming" for information about setting the Auto Pan feature.

The following procedure describes how to define a Pattern.

1. Using the number buttons, enter the number of the programmable camera for which you are defining the Pattern. Then press (the **Camera** button).
2. Pan and tilt the camera to the starting point of the Pattern, and then zoom and focus the camera accordingly.
3. When you have the perfect "starting point" picture displayed on the monitor, press the **Menu** button.

The TOUCH TRACKER is now in the menu/programming mode, and the menu appears:

```
DEFINE SEQUENCE
SETUP VIEW
```

4. Use the Tracker Ball to scroll through the menu selections until `Record Pattern` is displayed.

```
→RECORD PATTERN
 AUTO ALARM ACK
```

5. Press the appropriate button—zoom or focus—to select `Record Pattern`.

   The following prompt appears on the LCD:

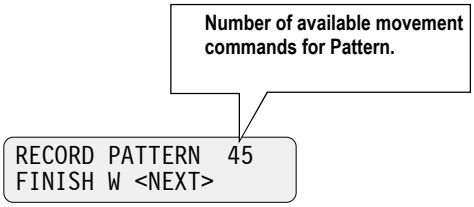
```
CAM  8
MON 3     PATTERN #?
```

I M P O R T A N T

If you press a number assigned to a Pattern for this camera, the new Pattern overwrites the existing Pattern. There is no warning to indicate that the existing Pattern will be replaced. *Use caution.*

6. Press the number on the keypad (1-3) that you want to assign to this Pattern.

   The following message appears on the LCD:



If you press an invalid number (any number greater than 3), the TOUCH TRACKER beeps, and the system will not allow you to program the Pattern. If this happens, simply press a valid number and continue with this procedure.

7. The Pattern is now being recorded in real-time. If you let the camera sit still at this point, that non-motion time records as part of the Pattern.

8. Move the camera around and create a logical, usable Pattern. Remember, the three Patterns for this camera can collectively incorporate up to 98 camera commands, and each Pattern can be up to 6 minutes and 50 seconds long. The number of commands remaining for this camera appears on the LCD as you program the Pattern.

   If you wish to cancel Pattern programming, press the **Menu** button.

9. When you complete programming the Pattern, press the **Next** button.

   The following message appears on the LCD:

```
CAM  8      PATTERN
MON 2         SAVED
```

The TOUCH TRACKER automatically returns to the camera control mode.

Record each Pattern you define on a copy of the Dome Configuration Worksheet included in Appendix A. This worksheet provides a space for describing the Quick View, Patterns, and Dome Inputs and Outputs configured for your system.

Tip: You may also use the shortcut key sequence of **Menu**, **Pattern**, and number (1-3) to start Pattern programming once you have the appropriate starting point displayed from the selected camera. Move the camera around to create the pattern, then press **Next** to save.

SpeedDome LT Auto Pan Programming

Auto Pan is a special feature supported by SpeedDome LT only. It allows you program a smooth side-to-side camera pan of an area. The SpeedDome LT does not allow you to program the same types of Patterns that other domes support. Instead, use Pattern programming to set the Auto Pan function.

Auto Pan Programming Limitations

Keep the following limitations in mind when programming the SpeedDome LT Auto Pan feature:

- Although it appears to have three Patterns available to program, you can only program the Auto Pan feature for Pattern 1.
- Any extraneous movements made during the Auto Pan programming will be ignored when the programming is complete. Once the end point of the Auto Pan is set, the result will be a smooth pan between the start point and the end point of the Auto Pan.
- Do not attempt to create an Auto Pan that is greater than one revolution (360º) of the SpeedDome LT. The dome will accept this pattern during programming; however, it will not work when you attempt to run the pattern. The starting point and the ending point must be less than one revolution of the SpeedDome for the Auto Pan to work properly.
- If you attempt to program Pattern 2 or 3 as different Auto Pans for the dome, the system will take you through the motions of the programming. However, the new Auto Pan will not be saved. Do not attempt to program more than one Auto Pan per SpeedDome LT.
- If you need to re-program the Auto Pan for the dome, you must select the Pattern 1. Selecting another available Pattern number will not change the previously programmed Auto Pan.

To program the Auto Pan for SpeedDome LT, do the following:

Tip: The Auto Pan can be defined from the primary TOUCH TRACKER only.

1. Using the number buttons, enter the number of the SpeedDome LT for which you are defining the Auto Pan. Then press (the **Camera** button).
2. Pan and tilt the camera to the starting point of the Pattern, and then zoom and focus the camera accordingly.
3. When you have the perfect "starting point" picture displayed on the monitor, press the **Menu** button.

   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears:

   ```
   DEFINE SEQUENCE
   SETUP VIEW
   ```

4. Use the Tracker Ball to scroll through the menu selections until `Record Pattern` is displayed.

   ```
   RECORD PATTERN
   AUTO ALARM ACK
   ```

5. Press the appropriate button—zoom or focus—to select `Record Pattern`.

   The following prompt appears on the LCD:

   ```
   CAM  8
   MON 3     PATTERN #?
   ```

Note The Auto Pan must be programmed for Pattern 1 only.

6. Press the number 1 on the keypad.

   The following message appears on the LCD:

   ```
   RECORD PATTERN  45
   FINISH W <NEXT>
   ```

7. The Auto Pan is now being recorded. Any extraneous up or down movement will be ignored when programming the Auto Pan.

8. Move the camera until you see end point for the Auto Pan you are programming. Keep in mind this end point must be less than one full revolution of the dome.

9. When you see the end point, press the **Next** button.

   The following message appears on the LCD:

   ```
   CAM  8      PATTERN
   MON 2         SAVED
   ```

The TOUCH TRACKER automatically returns to the camera control mode.

Record each Auto Pan you define on a copy of the Dome Configuration Worksheet included in Appendix A. This worksheet provides a space for describing the Quick View, Patterns, and Dome Inputs and Outputs configured for your system.

To test the programming of the Auto Pan, press 1, then **Pattern.** The Auto Pan will run continuously until a camera command, such as tilt or zoom, is issued.

Understanding Sequence Programming

You can define a Sequence that incorporates up to 64 events for each TOUCH TRACKER. An *event* is a Quick View or Pattern that you have already defined; an event can also be a fixed shot. The events that you include in the Sequence can be defined for any camera. For each event, you designate a duration time, which indicates how long that event will remain on the monitor before the Sequence switches to the next event.

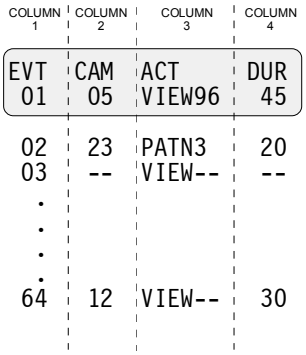
Before you begin defining the Sequence, you should have a clear understanding what you want to include in the Sequence. Refer to the lists that you compiled (in Appendix A) of the available Quick Views and Patterns.

Tip: Fill out the Setup Sequence Worksheet in Appendix A before you begin setting up the Sequence. You can list all of the events—including their numbers, the cameras, and the duration times—to be included in the Sequence on the worksheet. You can then refer to this worksheet when you begin programming the Sequence.

Sequence Programming Display

Before you begin programming the Sequence, you should have a basic understanding of the fields shown during Sequence programming.

The following illustration provides an overview of the fields:



Events in a Sequence are divided into four columns:

column 1 "Evt" is the number of the event (1 through 64) within the Sequence; this number determines which event comes first, second, third, etc.

column 2 "Cam" is the camera number on which the event was defined.

column 3 "Act" is the type of event (Quick View, Pattern, or fixed shot) and number assigned to that event when it was originally defined. Use 1-96 for Quick Views, and 1-3 for Patterns. Leave blank for fixed shots.

column 4 "Dur" is the amount of time, in seconds, that the event will remain on the monitor before the Sequence switches to the next event. This is called the event's duration time. The maximum duration time is 90 seconds.

When the fields in an event have dashes in them instead of values, the event is not defined. Leaving an event undefined instructs the Sequence to skip that event.

When the TOUCH TRACKER is in the menu/programming mode, the Tracker Ball enables you to move the cursor around on the LCD. The blinking square on the LCD indicates the cursor's location. Move the Tracker Ball up and down to move the cursor from event to event. Move the Tracker Ball left and right to move the cursor among the fields within an event.

When the define Sequence prompt is displayed, the cursor appears in the `Cam` field. This is where you enter the camera number for the first event to be included in the Sequence.

If the Sequence is undefined, or if the first event in the Sequence was skipped, the LCD looks like this:

```
EVT  CAM  ACT     DUR
 01   --  VIEW--   --
```

If someone has already set up the Sequence that includes the first event, the LCD displays information for the first event. In the following example, Event 1 displays Quick View 96 for camera number 8 for 30 seconds:

```
EVT  CAM  ACT     DUR
 01   08  VIEW96   30
```

Defining Sequences

Note Each installed TOUCH TRACKER can have its own sequence defined for the system.

The following procedure describes how to define the Sequence.

1. Press the **Menu** button on the keypad.

   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears:

2. Press the appropriate button—zoom or focus—to select `Define Sequence`.

3. Use the Tracker Ball to scroll to the event you want to define.

4. In the Cam field, use the number buttons to enter the camera number for the action or fixed shot you want to include. *The camera number must be entered as two digits.*

5. In the Act field, indicate the type of action—Quick View, Pattern, or fixed shot—you are specifying for this event. Press **View** to indicate a Quick View or a fixed shot; press **Pattern** to indicate a Pattern.

6. Use the number buttons to designate the specific number of this Quick View (01-96) or Pattern (1-3). This number was assigned to the Quick View or Pattern when it was defined. If you want the Action to be a fixed shot, press the **Clear** button.

Note: Use two digits when entering Quick View numbers.

7. In the Dur field, use the number buttons to enter the duration time, in seconds, for this event. The maximum duration time is 90 seconds. *The duration time must be entered as two digits.*

8. Use the Tracker Ball to scroll to the next event, and repeat Steps 4 through 7 for each event you want to include in this Sequence. You can define up to 64 events. You can leave any event undefined by pressing the **Clear** button when the cursor is in the Cam field for that event.

9. When you are finished defining the Sequence, press the **Menu** button twice. This returns the system to the camera control mode.

To test the Sequence, press the **Seq** button on the appropriate TOUCH TRACKER.

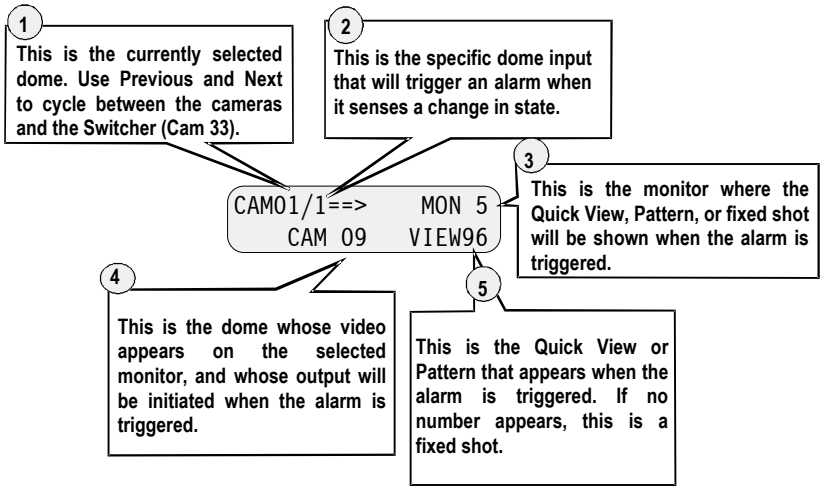
Tip: You can also use the shortcut key sequence of **Menu** and **Seq** to start Sequence programming. Then follow steps 3 through 9 to configure each event to be included in the Sequence.

Alarm Programming Overview

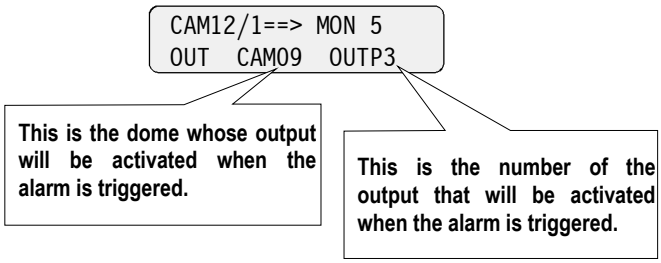
You can define up to 136 different alarms (128 from dome inputs, 8 from switcher inputs) for your system. An *alarm* is triggered when one of the inputs connected to a dome or the switcher changes from its normal state to its abnormal state. For example, if the input is a smoke detector, its normal state would be "not detecting smoke." However, when smoke is detected, it changes to its abnormal state, and this triggers an alarm. Refer to the Dome Configuration Worksheet in Appendix A to determine the normal and abnormal state for each input.

When an alarm is triggered, it can automatically call up one video action (either a Quick View, a Pattern, or a fixed shot) and initiate one output. This video action must have been defined for the same dome that the output is connected to, and vice versa. Refer to the Dome Configuration Worksheet in Appendix A to determine which outputs are connected to which domes. In addition, use this worksheet to determine which Quick Views and Patterns were defined for which domes.

When the TOUCH TRACKER is in the menu/programming mode, the Tracker Ball enables you to move the cursor around on the LCD. The blinking square on the LCD indicates the cursor's location. Move the Tracker Ball left and right to move the cursor among the fields on the LCD. A setup alarm LCD contains the following information:


1
This is the currently selected dome. Use Previous and Next to cycle between the cameras and the Switcher (Cam 33).
2
This is the specific dome input that will trigger an alarm when it senses a change in state.
3
This is the monitor where the Quick View, Pattern, or fixed shot will be shown when the alarm is triggered.
CAM01/1==> MON 5
CAM 09 VIEW96
4
This is the dome whose video appears on the selected monitor, and whose output will be initiated when the alarm is triggered.
5
This is the Quick View or Pattern that appears when the alarm is triggered. If no number appears, this is a fixed shot.

When the Tracker Ball is moved to the right of the View or Pattern entry, the lower line of the LCD displays the information related to outputs. Refer to the following illustration.


CAM12/1==> MON 5
OUT CAM09 OUTP3
This is the dome whose output will be activated when the alarm is triggered.
This is the number of the output that will be activated when the alarm is triggered.

In this example, input 1 on camera 12 is the specific input that will trigger the alarm. The alarm input device, for example, could be a motion detector that triggers an alarm when it senses motion. When this alarm is triggered, Quick View 96 on camera 9 appears on monitor 5. In addition, output 3 on camera 9 starts automatically. The output device might be, for example, a light that turns on when the alarm is triggered. Even though you can only see the information for one alarm input at a time, each camera can have four alarm inputs.

When programming alarms, you should be aware of the following information:

- Which input will trigger the alarm? (The input can be connected to a dome or the video matrix switcher.)
- On which monitor will the video associated with the alarm appear?
- Which dome's video will appear on the designated monitor?
- Which output (if any) will be initiated when the alarm is triggered?

It might be helpful for you to fill out the Setup Alarms Worksheet in Appendix A before you begin setting up an alarm. On the Setup Alarms Worksheet, you can determine which inputs on which domes (or switcher) will trigger which video action and output, if any. You can then refer to this worksheet when you are actually setting up an alarm. When you are ready to begin configuring the alarms, refer to the next section, “Setting Up System Alarms.”

Setting Up System Alarms

Tip: Alarm actions can be defined from the primary TOUCH TRACKER only.

The following procedure describes how to set up a system alarm.

1. Press the **Menu** button.

   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears:

   ```
   DEFINE SEQUENCE
   SETUP VIEW
   ```

2. Use the Tracker Ball to scroll through the menu selections until `Alarm Actions` is displayed on the LCD.

   ```
   AUTO ALARM ACK
   ALARM ACTIONS
   ```

3. Press the appropriate button—zoom or focus—to select `Alarm Actions`.

   The following information appears on the LCD:

   ```
   CAM12/1==> MON 5
       CAM 09 VIEW96
   ```

   If an alarm input has not been configured, dashes appear in the fields.

4. When the setup alarm LCD is first displayed, the number of the currently selected camera appears in the top line camera field.

   Is this the camera whose alarm you want to setup? If so, continue with Step 5 now.

   If this is not the camera you want to set up, use the **Previous** or **Next** buttons to cycle through the available cameras and switcher (listed as `Cam`

33 on the LCD). When the appropriate value appears in the Cam field, continue with step 5.

5. The input number appears after the slash (**/**) on the top line. Move the Tracker Ball up or down to display the input numbers for the selected camera. Continue with step 6 when the appropriate input number appears.

6. The flashing cursor appears in the Mon field. Press the number button (1-5) for the monitor where you want the alarm video to appear.

7. Move the Tracker Ball to the right. In the bottom line Cam field, enter the camera number (01-32) whose Quick View, Pattern, or fixed shot appears when this alarm is triggered. This is the same camera whose output starts when the alarm is triggered. Use the number buttons on the keypad to enter the camera number. *The camera number must be entered as two digits.*

8. Choose one of the following:

   - *Do you want a Quick View to appear when this alarm is triggered?* If so, use the number buttons to indicate the specific Quick View (01-96). Use two digits when entering numbers.
   - *Do you want a Pattern to appear when this alarm is triggered?* If so, press the **Pattern** button, and then use the number buttons to indicate the specific Pattern (1-3).
   - *Do you want a fixed shot to appear when this alarm is triggered?* If so, press the **View** button, but do not enter any number in this field. When this alarm is triggered, you will see video of wherever the camera (that you indicated in Step 7) is currently pointing.

9. Move the Tracker Ball to the right of the View/Patn field. The output information appears on the LCD. In the Outp field, indicate the specific output that will be initiated when this alarm is triggered. Use the number buttons (1-4) to enter the number. Remember, this output must be connected to the camera you picked in Step 6.

```
CAM12/1==> MON 5
OUT  CAM09  OUTP3
```

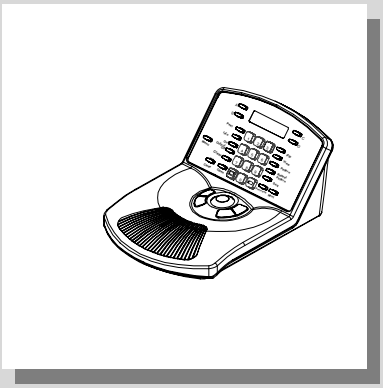
If you do not want an output to be initiated, press **Clear** to leave this field blank.

10. Choose one of the following:

    - *Do you want to set up another alarm input for this camera?* If so, use the Tracker Ball to scroll through the available inputs until the appropriate input number appears in the `Inp` field. Then repeat Steps 6 through 9.
    - *Do you want to set up an alarm for another camera?* If so, press the **Next** button on the keypad until the appropriate camera number appears in the Alarm `Cam` field. Then, repeat Steps 5 through 9.
    - *Are you finished setting up alarms for now?* If so, press the **Menu** button twice. This returns the TOUCH TRACKER to the camera control mode.

NOTES:

C H A P T E R 4



On-Screen Programming

This chapter describes how to use the on-screen forms. Use these forms to set up monitors, name cameras, set the system date and time, and configure the Event Timer.

In This Chapter

- Using the On-Screen Forms
- Setting Up Monitors
- Naming Cameras
- Setting the System Date and Time
- Configuring Timed Events

Using the On-Screen Forms

Your system supports the configuring of monitors, camera names, date and time, and timed events by using special on-screen forms. When you select `Monitor Setup`, `Camera Titles`, `Set Date/Time`, or `Event Timers` from the TOUCH TRACKER menu, special forms appear on Monitor 1. The TOUCH TRACKER serves as your "keyboard" to the on-screen form.

Although each on-screen form is different, these features of the Touch Tracker provide the following functions when on-screen forms appear:

- The *Tracker Ball* or **Next** button moves the on-screen cursor around the screen.
- The **Zoom** or **Focus** buttons cycle through available choices. These buttons also enter data into the selected fields.
- Use the number buttons (0 through 9) to enter numeric entries, such as system time and date.
- The **Menu** button returns TOUCH TRACKER control to the LCD.

Setting Up Monitors

You can set up the monitors at your facility to display the date and time and the name of the selected cameras. This utility also allows you set the intensity for the characters displayed on the monitor.

To setup the monitors, do the following:

1. Press the **Menu** button.

   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears.

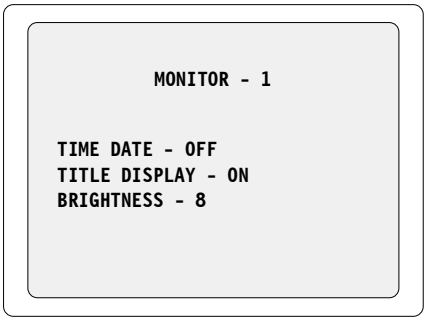
   ```
   DEFINE SEQUENCE
   SETUP VIEW
   ```

2. Use the Tracker Ball to scroll through the menu selections until `Monitor Setup` is displayed.

3. Press the appropriate button—zoom or focus—to select `Monitor Setup`.

   The following prompt appears on the LCD:

   At the same time, the following form appears on Monitor 1:



Note The Tracker Ball or the **Next** button is used to move the cursor between the fields on the screen.

---

4. Use the Tracker Ball or press the **Next** button to position the cursor in the `Monitor` field. Press the zoom or focus button until the correct monitor number appears.

5. Move the cursor to the `Time Date` field. Press zoom or focus to cycle through the available choices.

   If you want the time and date to appear on the selected monitor, select `ON`; if you do not want the time and date to appear, select `OFF`.

6. Move the cursor to the `Title Display` field. Press zoom or focus to cycle through the available choices.

If you want the camera names to appear on the monitor, select `ON`; if you do not want camera names to appear on the monitor, select `OFF`.

7. Move the cursor to the `Brightness` field. Press zoom or focus to cycle through the available choices.

   The range for the text brightness setting is 1 (darkest) to 8 (brightest).

   Repeat steps 4 through 7 for each monitor you want to configure.

8. When you complete setting up the monitors, press the **Menu** button twice to return to camera control mode.

Naming Cameras

You select cameras by their assigned numbers. However, it is useful to assign descriptive names to the cameras that appear on the monitors whenever a camera is selected. The camera name is limited to 16 characters.

To name cameras, do the following:

1. Press the **Menu** button.

   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears.

   ```
   DEFINE SEQUENCE
   SETUP VIEW
   ```

2. Use the Tracker Ball to scroll through the menu selections until `Camera Titles` is displayed.

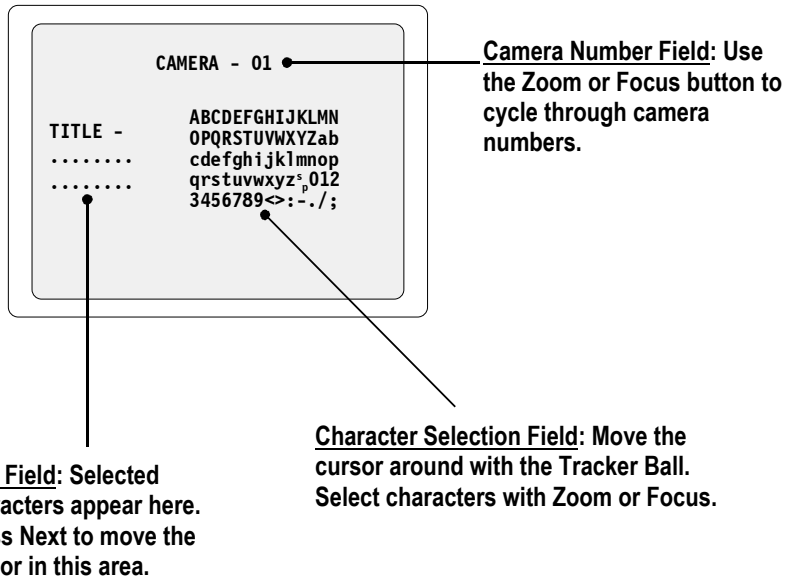
   ```
   → CAMERA TITLES
     MONITOR SETUP
   ```

3. Press the appropriate button—zoom or focus—to select `Camera Titles`.

   The following prompt appears on the LCD:

ON
SCREEN

At the same time, the following form appears on Monitor 1:


CAMERA - 01
TITLE -
.....
.....
ABCDEFGHIJKLMN
OPQRSTUVWXYZab
cdefghijklmnop
qrstuvwxyz$_p$012
3456789<>:-./;
Camera Number Field: Use the Zoom or Focus button to cycle through camera numbers.
Character Selection Field: Move the cursor around with the Tracker Ball. Select characters with Zoom or Focus.
Title Field: Selected characters appear here. Press Next to move the cursor in this area.

4. Using the **Next** button, move the cursor to the `Camera Number` field. Press zoom or focus until the correct camera number appears on the screen.

5. Using the Tracker Ball or **Next** button, move the cursor to the `Title` field.

   Two cursors now appear on the screen. One cursor appears in the `Title` field; the other cursor appears in the `Character Selection` field.

6. Move the Tracker Ball to highlight the character in the `Character Selection` field that will be used in the name for the camera. Press zoom or focus to select the character.

7. The selected character now appears in the selected position of the `Title` field.

Note If you make a "typing" mistake, use the **Next** button to move the cursor around the `Title` field.

---

8. Continue to repeat steps 6 and 7 until you have the title complete.

   If you want to name other cameras, repeat steps 4 through 7.

9. When you complete naming cameras, press **Menu** twice to return to camera control mode**.**

Setting the System Date and Time

Your system allows you to set the time, date, day of week, and year for your system. This information will appear on the monitors at your facility (if the monitors have been configured to display this information). Refer to the section in this chapter titled "Setting Up Monitors" for instructions on displaying the time and date information on your monitors.

To set the system date and time, do the following:

1. Press the **Menu** button.

   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears.

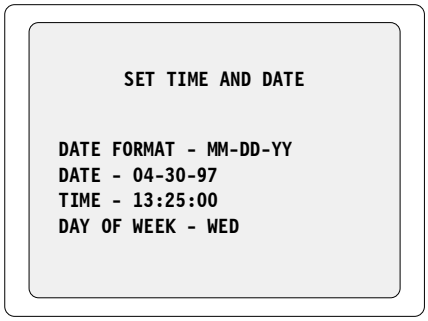
   ```
   DEFINE SEQUENCE
   SETUP VIEW
   ```

2. Use the Tracker Ball to scroll through the list of menu selections. Then press the appropriate button—zoom or focus—to select `Set Time/Date`.

   ```
   → SET TIME/DATE
     EVENT SETUP
   ```

The following prompt appears on the LCD:

At the same time, the following form appears on Monitor 1:



3. Use the Tracker Ball or **Next** button to move the cursor to the `Date Format` field. Press the zoom or focus button to cycle through the available choices: `MM-DD-YY` (month, day, year), `DD-MM-YY` (day, month, year) or `YY-MM-DD` (year, month, day). When the preferred date format appears, continue with step 4.

Note The Tracker Ball or the **Next** button is used to move the cursor between the fields on the screen.

---

4. Move the cursor to the `Date` field. Use the number buttons on the keypad to enter the 2-digit month, day, and year in the appropriate fields. Press the zoom or focus button after each 2-digit part of the month, day, and year are entered.

Note The numbers entered from the keypad will appear on the LCD. The numbers will not appear in the fields on the monitor until the zoom or focus button is pressed.

5. Move the cursor to the `Time` field. Use the number buttons to enter the correct time in 24-hour format.

   Keep in mind that 24:00:00 is midnight and 12:00:00 is noon. A.M. hours fall between 00:00:01 and 11:59:59, and P.M. hours fall between 12:00:00 and 23:59:59.

6. Move the cursor to the `Day of Week` field. Press the zoom or focus button to cycle through the available choices.

7. When you complete changing the time and date information, press **Menu** twice to return to camera control mode.

Configuring Timed Events

A *Timed Event* is a Quick View, Pattern or Sequence that starts based upon the time of day and day of week. The video matrix switcher maintains the system time and date information. The switcher notifies the TOUCH TRACKER when Timed Events should be triggered. There are 32 different events available to run during 35 time slots. The pre-defined events can run numerous times during the available time slots.

There are two parts to configuring the timed events:

- Setting up events (“What”)
- Scheduling events (“When”)

When to Use Timed Events

Timed events are useful when you need to check a specified area at regular periods throughout the day or week. For example, you have a warehouse at

your facility that is staffed from 7:30 A.M. to 6:00 P.M. Monday through Friday, and from 8:00 A.M. to 12:00 P.M. on Saturday. It might be useful to run a pattern 15 minutes after the warehouse closes to ensure that all personnel have left the warehouse before activating the motion sensor.

Without timed events, you would have to remember to run the pattern for the warehouse at 6:15 P.M. each weekday and at 12:15 P.M. on Saturdays. With timed events, the pattern for the warehouse will automatically run on a specified monitor at the time scheduled using the event timer.

Setting Up Events

Note Timed Events can be defined from the primary TOUCH TRACKER only.

1. Press the **Menu** button.

   The following information appears on the LCD.

   ```
   DEFINE SEQUENCE
   SETUP VIEW
   ```

2. Scroll through the menu items until `Event Setup` is displayed.

   ```
   SET TIME/DATE
   EVENT SETUP
   ```

3. Press the appropriate button—zoom or focus—to select `Event Setup`.

   If no events have been configured, you will see the following:

   ```
   EVENT 1       MON-
      CAM--   VIEW--
   ```

   If at least one timed event has been configured, you will see information similar to the following:

   ```
   EVENT 1       MON5
      CAM32    PATN2
   ```

4. Move the Tracker Ball up and down to scroll between the available events. When the correct event number appears, continue with step 5.
5. Use the number buttons to enter the monitor number (1-5) where the Timed Event will be shown.
6. Use the number buttons to enter the camera number (1-32) whose video will appear on the selected monitor.
7. The default event is a Quick View. If you do not want a Quick View, press the **Pattern** or **Seq** button to change this field.
8. If you are setting up a Quick View or Pattern to be the Timed Event, use the number buttons to enter the correct Quick View (01-96) or Pattern (1-3) for the selected camera.

Note: Use two digits when assigning Quick Views to an event.

If you want to program other Timed Events, repeat steps 4 through 8.

9. Press **Menu** twice to save the Timed Events and to resume camera control mode.

Continue with *Configuring the Event Timer* to schedule the Timed Events.

Configuring the Event Timer

To configure the event timer, do the following:

1. Press the **Menu** button.

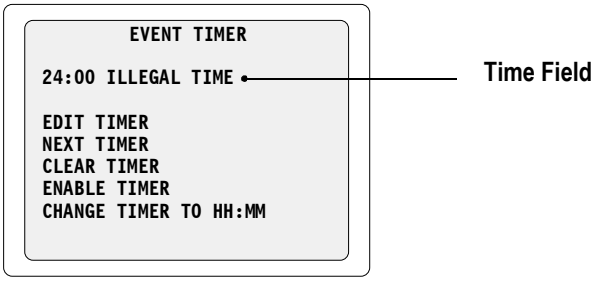
   The TOUCH TRACKER is now in the menu/programming mode, and the menu appears:

   ```
   DEFINE SEQUENCE
   SETUP VIEW
   ```

2. Use the Tracker Ball to scroll through the list of menu selections, then press the appropriate button—zoom or focus—to select `Event Timers`.

The following prompt appears on the LCD:

At the same time, the following form appears on Monitor 1:



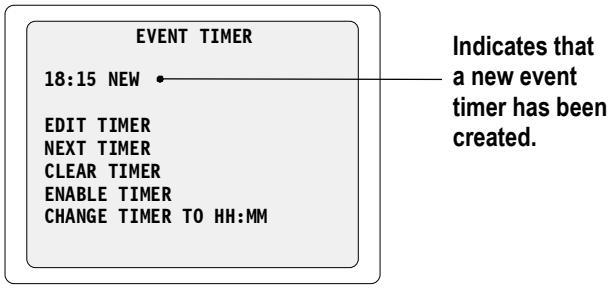
Note: "24:00 Illegal Time" appears on line 2 if the time has not been set for this slot. Otherwise, the time for the current time slot appears on this line.

3. If this is a new time slot, use the Tracker Ball or **Next** button to move the cursor to the Time field, and continue with step 4.

   If this is not a new time slot, move the cursor to Edit Timers, and continue with step 5.

4. Use the number buttons to enter the 2 digits for the hour (in 24-hour format) for the event you are scheduling, then press zoom or focus. Use the number buttons to enter the 2 digits for the minutes, then press zoom or focus.

Once the time for the event is set, "NEW" appears on line 2:

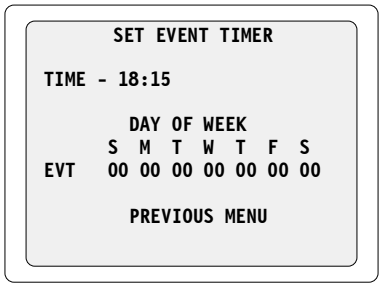


Note The Tracker Ball or the **Next** button is used to move the cursor between the fields on the screen.

---

5. The cursor automatically moves to `Edit Timers.` Press zoom or focus to select.

   The following form appears on the screen:

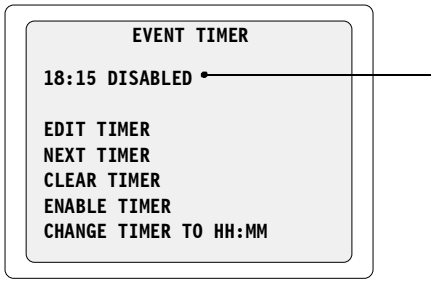


6. Move the cursor to appropriate day field when you want the event to run. Enter the number (1-32) for the pre-defined event, then press zoom or focus.

   For example, if Event 12 was configured to run the pattern for the warehouse, enter 12 in the fields associated with the days of the week that you want the pattern to run.

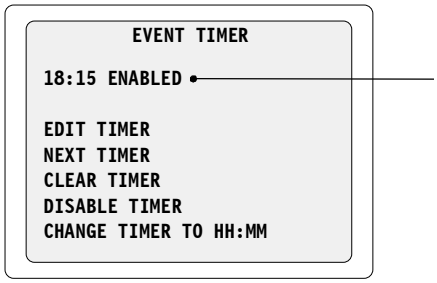
7. When you have finished scheduling pre-defined events for this time slot, move the cursor to "Previous Menu" then press zoom or focus.

   Once events have been scheduled, "DISABLED" appears on line 2:



8. Move the cursor to "Enable Timer," then press zoom or focus. The events picked in step 6 will now run at the scheduled time.

   "ENABLED" now appears on line 2:



   If you want to configure pre-defined events for another time slot, move the cursor to Time field. Repeat steps 4 through 8 for each time slot you want to configure.

9. When you have completed scheduling events, press **Menu** twice to return to camera control mode.

Clearing Scheduled Events

If you need to stop events from running on a regular basis, do the following:

1. Press the **Menu** button.
2. Use the Tracker Ball to scroll through the list of menu selections, then press the appropriate button—zoom or focus—to select `Event Timers`.

   The following prompt appears on the LCD:

   ```
   ON
   SCREEN
   ```

   At the same time, the following form appears on Monitor 1:

   ```
   EVENT TIMER

   18:15 ENABLED

   EDIT TIMER
   NEXT TIMER
   CLEAR TIMER
   DISABLE TIMER
   CHANGE TIMER TO HH:MM
   ```

   Is this the time slot that you want to clear? If so, continue with step 4.
   Do you want to clear a different time slot? If so, continue with step 3.
3. Move the cursor to `Next Timer`, then press zoom or focus until the time slot you want to clear appears on line 2.
4. Move the cursor to `Clear Timer`, then press zoom or focus.

   If there are other time slots you want to clear, repeat steps 3 and 4.
5. When finished clearing events, press **Menu** twice to return to camera control mode.

Disabling Timed Events

If you need to temporarily stop scheduled events from running, do the following:

1. Press the **Menu** button.
2. Use the Tracker Ball to scroll through the list of menu selections, then press the appropriate button—zoom or focus—to select `Event Timers`.

   The following prompt appears on the LCD:

   ```
   ON
   SCREEN
   ```

   At the same time, the following form appears on Monitor 1:

   ```
   EVENT TIMER

   18:15 ENABLED

   EDIT TIMER
   NEXT TIMER
   CLEAR TIMER
   DISABLE TIMER
   CHANGE TIMER TO HH:MM
   ```

   Is this the time slot that you want to disable? If so, continue with step 4.
   Do you want to disable a different time slot? If so, continue with step 3.
3. Move the cursor to `Next Timer`, then press zoom or focus until the time slot you want to disable appears on line 2.
4. Move the cursor to `Disable Timer`, then press zoom or focus.

   If there are other time slots you want to disable, repeat steps 3 and 4.
5. When finished disabling events, press **Menu** twice to return to camera control mode.

Changing a Scheduled Time Slot

If you need to change the time for scheduled events, do the following:

1. Press the **Menu** button.
2. Use the Tracker Ball to scroll through the list of menu selections, then press the appropriate button—zoom or focus—to select `Event Timers`.

   The following prompt appears on the LCD:

   ```
   ON
   SCREEN
   ```

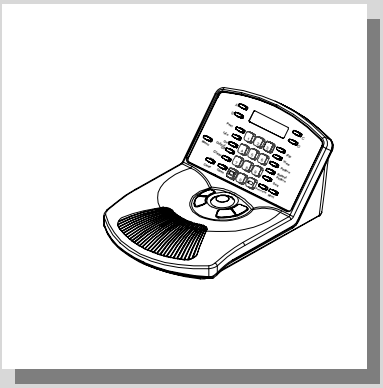
   At the same time, the following form appears on Monitor 1:

   ```
   EVENT TIMER

   18:15 ENABLED

   EDIT TIMER
   NEXT TIMER
   CLEAR TIMER
   DISABLE TIMER
   CHANGE TIMER TO HH:MM
   ```

   Is this the time slot that you want to change? If so, continue with step 4.
   Do you want to change a different time slot? If so, continue with step 3.
3. Move the cursor to `Next Timer`, then press zoom or focus until the time slot you want to change appears on line 2.
4. Move the cursor to `Change Timer To HH:MM`, then press zoom or focus.
5. Use the number buttons to enter the 2-digit hour in 24-hour format, then press zoom or focus to enter. Use the number buttons to enter the minutes, then press zoom or focus to enter.

   If there are other time slots you want to change, repeat steps 3 through 5.
6. When finished changing event times, press **Menu** twice to return to camera control mode.

C H A P T E R 5



TOUCH TRACKER Utilities

This chapter describes the utilities available for your system. These utilities include language settings, alarm acknowledgment settings, resetting domes, and ID code display.

In This Chapter

- Selecting a Language
- Designating Primary versus Secondary TOUCH TRACKER
- Setting Automatic Alarm Acknowledgment
- Adjusting LCD Brightness
- Turning Key Click On / Off
- Adjusting Key Click Volume
- Resetting a Dome
- Displaying a Dome's ID Code
- Special Utilities

Selecting a Language

The system supports a number of different languages, including the following:

- English
- French
- German
- Spanish
- Portuguese
- Italian

1. Press the **Menu** button on the keypad to display the menu.
2. Use the Tracker Ball to scroll through the menu items and press the appropriate button— zoom or focus—to choose `Select Language`.

   The LCD displays the list from which you can choose a language.

   ```
   ENGLISH
   FRANCAIS
   ```

   The list only displays two choices at any one time.
3. Use the Tracker Ball to scroll through the available languages, and press the appropriate button—zoom or focus—to select the correct language.

The TOUCH TRACKER resets and starts in camera control mode in the selected language. When you use the on-screen forms, they will also appear in the selected language.

Designating Primary versus Secondary TOUCH TRACKER

If your facility has two TOUCH TRACKERs installed, one was installed as the primary TOUCH TRACKER and the other as the secondary TOUCH TRACKER. You cannot designate both TOUCH TRACKERs as primary or secondary; this will cause a communication error.

The chart on the following page outlines which features are available to the primary TOUCH TRACKER, and the limited feature set of the secondary TOUCH TRACKER.

TOUCH TRACKER Functions	Primary TOUCH TRACKER	Secondary TOUCH TRACKER
Select a camera	✓	✓
Select a monitor	✓	✓
Manually control a camera (pan, tilt, zoom, focus, iris)	✓	✓
Flip a SpeedDome	✓	✓
Initiate automatic system functions (Quick Views, Patterns, outputs)	✓	✓
Run the Sequence	✓	✓
Clear alarms	✓	
Define automatic system functions (Quick Views, Patterns, Sequence, alarms)	✓	**Sequence only**
Reset a SpeedDome	✓	✓
Select language for LCD / on-screen forms	✓	✓
Designate Primary vs. Secondary TOUCH TRACKER	✓	✓
Provide system information	✓	✓
Set system time and date	✓	
Set camera titles	✓	
Set information displayed on monitors	✓	
Set / schedule timed events	✓	
Set port settings	✓	✓
Adjust camera V-phase settings	✓	✓
Perform SensorNet Ping test	✓	✓
Receive POS/EM commands; disable POS/EM	✓	
Adjust LCD brightness, key click volume, turn key click on / off.	✓	✓

As your needs change, you may want to switch the primary and secondary TOUCH TRACKERS.

I M P O R T A N T

If you have two TOUCH TRACKERs installed at your facility, one must be designated primary and one must be designated secondary. You can determine which TOUCH TRACKER has been designated as "secondary" by the letter **S** that appears in the lower right corner of the LCD.

If you have only one TOUCH TRACKER installed at your facility, it must be designated primary.

1. On the first TOUCH TRACKER, press the **Menu** button to display the menu.
2. Scroll through the menu items and press the appropriate button—zoom or focus—to select `Tog Primary/2nd`.

   The LCD displays the following prompt:

   ```
   * PRIMARY UNIT
     SECONDARY UNIT
   ```

   The asterisk (*) identifies the current setting for the TOUCH TRACKER.
3. Press the **Next** or **Previous** (or **A** or **B**) button to change the setting.

   ```
     PRIMARY UNIT
   * SECONDARY UNIT
   ```
4. When the correct setting is selected, press the **Menu** button to exit the menu/programming mode on the first TOUCH TRACKER.
5. Repeat steps 1 through 4 on the second TOUCH TRACKER if a switch in functionality is required. Be sure that the two TOUCH TRACKERs do not have the same setting.

   The TOUCH TRACKER restarts in camera control mode.

Setting Automatic Alarm Acknowledgment

The primary TOUCH TRACKER can be set to automatically clear alarms after a designated period of time. The range for this setting is 0 to 999 seconds. When 0 is the setting, you must manually acknowledge the alarms using the **Clear** button. The default setting is 0, for manual clearing of alarms.

To set the automatic alarm acknowledgment function, do the following:

1. Press the **Menu** button.
2. Scroll through the menu items and then press the appropriate button—zoom or focus—to select `Auto Alarm Ack`.

   You will see a display similar to the following:

   ```
   ALARM ACKNOWLEDGE
   DELAY          90
   ```

   The number appearing on the second line of the LCD indicates the current delay period for automatically acknowledging alarms.
3. Use the number buttons to set the preferred delay period (0-999).

   A setting of 0 will require manual clearing of alarms; a setting of 999 will automatically clear alarms after 16 minutes, 39 seconds.
4. Press **Menu** when finished.

Adjusting LCD Brightness

If you find it difficult to see items displayed on the TOUCH TRACKER LCD, you may want to adjust its brightness setting.

1. Press **Menu** to display the LCD menu.
2. Use the Tracker Ball to scroll through the menu items. When you see `Adj Backlighting`, press **Zoom** or **Focus** to select.
3. Press **Previous** or **Next** to change the setting.

- Press **Previous** to make the backlighting dimmer.
- Press **Next** to make the backlighting brighter.

4. When finished, press **Menu** to return to camera control mode.

Turning Key Click On / Off

If you want to enable or disable the click sound that is made when you press buttons on the TOUCH TRACKER, do the following:

1. Press **Menu** to display the LCD menu.
2. Use the Tracker Ball to scroll through the menu items. When you see `Key Click On/Off`, press **Zoom** or **Focus** to select.
3. Press **Next** to change the setting.
   - If the key click is enabled, the following appears on the LCD screen:

   - If the key click is disabled, the following appears on the LCD screen:

4. When finished, press **Menu** to return to camera control mode.

Adjusting Key Click Volume

Note Key click must be set to ON for this setting to apply. Refer to *Turning Key Click On / Off*.

To adjust the volume of the key click sound, do the following:

1. Press **Menu** to display the LCD menu.
2. Use the Tracker Ball to scroll through the menu items. When you see `Adj Keyclick Vol`, press **Zoom** or **Focus** to select.
3. Press **Previous** or **Next** to change the setting.
   - Press **Previous** to make the volume softer.
   - Press **Next** to make the volume louder.
4. When finished, press **Menu** to return to camera control mode.

Resetting a Dome

If you find that a SpeedDome or a SpeedDome NP is not responding as expected to TOUCH TRACKER commands, you should reset the dome. The following procedure describes how to reset the dome.

1. Using the number buttons, enter the number of the camera you want to reset. Then press (the **Camera** button).
2. Press the **Menu** button to display the menu.
3. Use the Tracker Ball to scroll through the menu items and press the appropriate button—zoom or focus—to select `Reset Dome`.

The SpeedDome is inoperable while it is resetting. Once the SpeedDome resets, the TOUCH TRACKER returns to the camera control mode.

Displaying a Dome's ID Code

The following procedure describes how to display the ID code for the currently selected dome. The ID code may be useful when diagnosing a problem.

1. Using the number buttons, enter the number of the dome whose ID code you want to display, then press (the **Camera** button).

2. Press the **Info** button on the keypad.

   The LCD displays the Flash part number and version.

   ```
   CAM 30
   F 0701-2489-0100
   ```

   Notice the “F” prefix in front of the ID code; this indicates that it applies to the dome's Flash PROM.

3. Press the **Info** button again to display the dome's EEPROM part number and version.

   ```
   CAM 30
   E 0701-2488-0100
   ```

   Notice the “E” prefix in front of the ID code; this indicates that it applies to the dome's EEPROM.

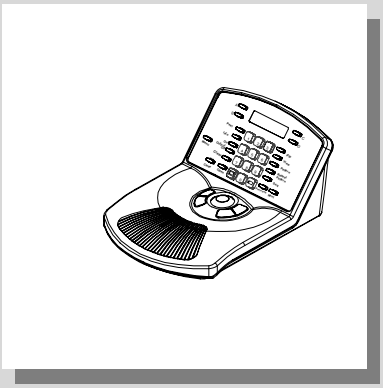
4. Each time you press the **Info** button, you alternate between the Flash PROM and the EEPROM ID codes.

5. When you finish displaying the dome information, press the **Clear** button. The TOUCH TRACKER resumes camera control mode.

Special Utilities

Although `Adjust V-phase`, `Show Sys Info`, `Port Settings` and `Ping Dome/TTR` are considered utility items on the menu, these utilities are reserved for use by authorized service personnel. However, they may be performed by you, with the assistance of an authorized service provider over the phone. There are no procedures in this documentation describing their use.

A P P E N D I X A



Programming Worksheets

This Appendix contains worksheets that will make the task of programming your system a great deal easier. There are several different kinds of worksheets included in this appendix. You should make a sufficient number of copies of each to fully document the configuration of the equipment at your facility. This Appendix provides only one blank copy of each worksheet. Examples for completing the worksheets are also provided.

In This Appendix

- Dome Configuration Worksheet
- Setup Sequence Worksheet
- Setup Alarms Worksheet
- Timed Events Worksheet
- Switcher Configuration Worksheet

Dome Configuration Worksheet

This worksheet provides you with an easy method for recording the information related to the domes installed at your facility. It allows you to list the Quick Views, Patterns, Inputs and Outputs associated with each dome. If your dome supports more than four Quick Views, a worksheet with additional spaces appears on page A-4. The following example shows the type of information to include in this worksheet.

Dome Number 12	Dome Type SpeedDome	Dome Name Front_Lobby

Quick View Number	Description
1	Lobby
2	Front Hallway
3	Receptionist Desk
4	Waiting Room

Pattern Number	Description
1	Front Door to Receptionist Desk
2	Area survey of Lobby and Waiting Room
3	Front Hallway to Emergency Exit

Input Number	Description	Normal State	Abnormal State
1	Smoke Detector - lobby	No Smoke	Smoke
2	Motion Sensor - Front Entrance	No Motion	Motion
3	Twilight Sensor	Daylight	Dusk
4			

Output Number	Description	On State	Off State
1	Light Service Center	Lights on	Lights off
2	Main Office Door	Locked	Unlocked
3			
4			

Dome Configuration Worksheet

Make copies of this page for future use.

Dome Number _____	Dome Type _____	Dome Name _____

Quick View Number	Description
1	
2	
3	
4	

Pattern Number	Description
1	
2	
3	

Input Number	Description	Normal State	Abnormal State
1			
2			
3			
4			

Output Number	Description	On State	Off State
1			
2			
3			
4			

If your dome supports more than 4 Quick Views, use this worksheet to document additional Quick Views. Make copies of this page for future use.

Dome Number _____	**Dome Type** _____	**Dome Name** _____

Quick View Number	**Description**

Setup Sequence Worksheet

Your system supports up to 2 sequences (one for each TOUCH TRACKER) consisting of up to 64 events. Fill out the Setup Sequence Worksheet before you begin actually setting up the Sequence. This worksheet enables you to determine the following:

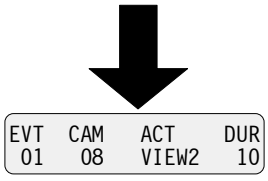
- Which events will be included in the Sequence
- The camera on which each event was defined
- Action Type (Quick View, Pattern, or fixed shot)
- Quick View or Pattern number (this number was determined when the event was initially defined)
- Duration (in seconds) for each event

Once you fill out this worksheet, use it to help you set up the Sequence.

The blank worksheet contains space to plan four events. Be sure to make enough copies of the worksheet to accommodate the number of events you plan to include in your sequences.

The following is a sample Setup Sequence Worksheet. If you set up this sample event within the Sequence, the LCD will look like the one illustrated below the worksheet.

☒ **Event #** 1	**TOUCH TRACKER** Secondary
8	Number of camera whose video will be displayed in this event?
View	Action Type (Quick View, Pattern, or Fixed Shot).
2	Action Number (Leave blank if Action Type is fixed shot).
10	Duration time (in seconds) for this event.



Setup Sequence Worksheet

Make copies of this page for future use.
You may have up to 64 events for each sequence.

☐ **Event #** _____	**TOUCH TRACKER** _____
_____	Number of camera whose video will be displayed in this event?
_____	Action Type (Quick View, Pattern, or Fixed Shot).
_____	Action Number (Leave blank if Action Type is fixed shot).
_____	Duration time (in seconds) for this event.
☐ **Event #** _____	**TOUCH TRACKER** _____
_____	Number of camera whose video will be displayed in this event?
_____	Action Type (Quick View, Pattern, or Fixed Shot).
_____	Action Number (Leave blank if Action Type is fixed shot).
_____	Duration time (in seconds) for this event.
☐ **Event #** _____	**TOUCH TRACKER** _____
_____	Number of camera whose video will be displayed in this event?
_____	Action Type (Quick View, Pattern, or Fixed Shot).
_____	Action Number (Leave blank if Action Type is fixed shot).
_____	Duration time (in seconds) for this event.
☐ **Event #** _____	**TOUCH TRACKER** _____
_____	Number of camera whose video will be displayed in this event?
_____	Action Type (Quick View, Pattern, or Fixed Shot).
_____	Action Number (Leave blank if Action Type is fixed shot).
_____	Duration time (in seconds) for this event.

Setup Alarms Worksheet

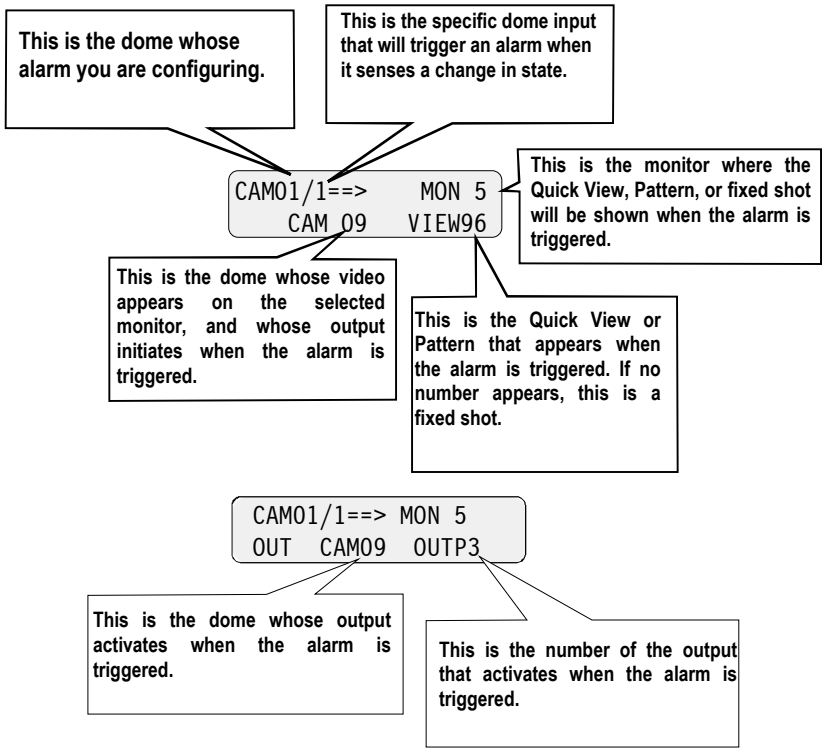
Fill out the Setup Alarms Worksheet before you begin actually setting up an alarm. This worksheet enables you to determine the following:

- Which inputs on which domes will trigger an alarm when their state changes from normal to abnormal
- The monitor on which the video from the alarm will be displayed
- The camera whose video will be displayed and whose output will be initiated when the alarm is triggered
- The kind of video action that will take place when the alarm is triggered (either a Quick View, a Pattern, or a fixed shot)
- The specific number assigned to the Quick View or Pattern that will be displayed when the alarm is triggered
- The specific number assigned to the output, if any, that will be initiated when the alarm is triggered

Once you fill out this worksheet, use it to help you set up the system alarms. These worksheets can also help you to interpret what appears on the LCD when the system is in the alarm mode.

On the following page is a sample Setup Alarms Worksheet. If you set up this sample alarm, the LCD will look like the ones illustrated below the worksheet.

Dome Number: 01	Dome Type: SD Ultra III	Location: Accessories
☒ Input #1:	**Smoke Detector**	
5	The monitor where the video from the alarm will be displayed.	
9	Which camera's video is displayed and output initiated?	
Quick View	Action Type: Quick View, Pattern, or fixed shot?	
96	Number of Quick View or Pattern? (Blank for fixed shot)	
3	Number of Output? (Leave blank if no output.)	


This is the dome whose alarm you are configuring.
This is the specific dome input that will trigger an alarm when it senses a change in state.
CAM01/1==> MON 5
CAM 09 VIEW96
This is the monitor where the Quick View, Pattern, or fixed shot will be shown when the alarm is triggered.
This is the dome whose video appears on the selected monitor, and whose output initiates when the alarm is triggered.
This is the Quick View or Pattern that appears when the alarm is triggered. If no number appears, this is a fixed shot.
CAM01/1==> MON 5
OUT CAM09 OUTP3
This is the dome whose output activates when the alarm is triggered.
This is the number of the output that activates when the alarm is triggered.

Setup Alarms Worksheet

Make copies of this worksheet for future use.

Dome Number:	**Dome Type:** _____	**Dome Name:**
☐ Input #1: _____		
_____	The monitor where the video from the alarm will be displayed.	
_____	Which camera's video is displayed and output initiated?	
_____	Action Type: Quick View, Pattern, or fixed shot?	
_____	Number of Quick View or Pattern? (Blank for fixed shot)	
_____	Number of Output? (Leave blank if no output.)	
☐ Input #2: _____		
_____	The monitor where the video from the alarm will be displayed.	
_____	Which camera's video is displayed and output initiated?	
_____	Action Type: Quick View, Pattern, or fixed shot?	
_____	Number of Quick View or Pattern? (Blank for fixed shot)	
_____	Number of Output? (Leave blank if no output.)	
☐ Input #3: _____		
_____	The monitor where the video from the alarm will be displayed.	
_____	Which camera's video is displayed and output initiated?	
_____	Action Type: Quick View, Pattern, or fixed shot?	
_____	Number of Quick View or Pattern? (Blank for fixed shot)	
_____	Number of Output? (Leave blank if no output.)	
☐ Input #4: _____		
_____	The monitor where the video from the alarm will be displayed.	
_____	Which camera's video is displayed and output initiated?	
_____	Action Type: Quick View, Pattern, or fixed shot?	
_____	Number of Quick View or Pattern? (Blank for fixed shot)	
_____	Number of Output? (Leave blank if no output.)	

Timed Events Worksheet

Your system supports up to 32 timed events. For each event, you must specify the monitor number, camera number, and action type (Quick View, Pattern, or Sequence) that will be called when the event runs. After the events are set up, you can schedule them to run during the 35 available time slots.

The 32 available events are set up using the `Event Setup` function. The events are scheduled using the `Event Timers`.

Use the Timed Events Worksheet to determine which events you want to run during which time slots. The following example shows you how to complete the work sheet.

Event Number: 12	**Description:** Pattern of Warehouse			
Monitor Number: _____	**Camera Number:** 23	**Action Type:** Pattern	**Action Number:** 3	
Days of Week To Run	*Circle Choices:* **Sunday** (Monday) (Tuesday) (Wednesday) (Thursday) (Friday) (Saturday)			
Time Slots Used:	12:15 (Sat)	18:15 (M-F)	_____	_____
	_____	_____	_____	_____

Tip: You must enter event times in 24-hour format.

Timed Events Worksheet

Make copies of this worksheet for future use.

Event Number: _____	**Description: _____**						
Monitor Number: _____	**Camera Number: _____**		**Action Type: _____**		**Action Number: _____**		
Days of Week To Run	*Circle Choices*						
	Sunday	**Monday**	**Tuesday**	**Wednesday**	**Thursday**	**Friday**	**Saturday**
Time Slots Used:	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____
Event Number: _____	**Description: _____**						
Monitor Number:	**Camera Number:**		**Action Type: _____**		**Action Number: _____**		
Days of Week To Run	*Circle Choices*						
	Sunday	**Monday**	**Tuesday**	**Wednesday**	**Thursday**	**Friday**	**Saturday**
Time Slots Used:	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____
Event Number: _____	**Description: _____**						
Monitor Number: _____	**Camera Number: _____**		**Action Type: _____**		**Action Number: _____**		
Days of Week To Run	*Circle Choices*						
	Sunday	**Monday**	**Tuesday**	**Wednesday**	**Thursday**	**Friday**	**Saturday**
Time Slots Used:	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____
Event Number: _____	**Description: _____**						
Monitor Number: _____	**Camera Number: _____**		**Action Type: _____**		**Action Number: _____**		
Days of Week To Run	*Circle Choices*						
	Sunday	**Monday**	**Tuesday**	**Wednesday**	**Thursday**	**Friday**	**Saturday**
Time Slots Used:	_____	_____	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____	_____	_____

Switcher Configuration Worksheet

The video matrix switcher supports 8 alarm inputs and 1 relay output. The worksheet provided allows you to list the inputs and output attached to the switch.

Main Switch Input	Description	Normal State	Abnormal State
Input 1	Smoke Detector - 1st floor lobby	No smoke	Smoke
Input 2	Twilight Sensor	Daylight	Dusk
Input 3	Motion Sensor- Rear Entrance	No motion	Motion
Input 4	Emergency Exit	Door closed	Door Open
Input 5			
Input 6			
Input 7			
Input 8			
Main Switch Output	**Description**	**On State**	**Off State**
Output 1	Employee parking lot gate	Gate Closed	Gate Open

Switcher Setup Worksheet

Make copies of this worksheet for future use.

Main Switch Inputs	Description	Normal State	Abnormal State
Input 1			
Input 2			
Input 3			
Input 4			
Input 5			
Input 6			
Input 7			
Input 8			
Main Switch Output	**Description**	**On State**	**Off State**
Output 1			

NOTES:

A P P E N D I X B

Video Matrix Switcher: Alarm and Relay Connections

This appendix provides information about connecting the eight alarm inputs and one relay output to your Video Matrix Switcher.

Alarm and Relay Connections

The back panel of the video matrix switcher provides eight alarm contact inputs, an external frequency synchronization input, and contact terminations for an internal alarm-activated relay. The Form-C internal relay may be activated during alarms for control of a VCR or other alarm response device.

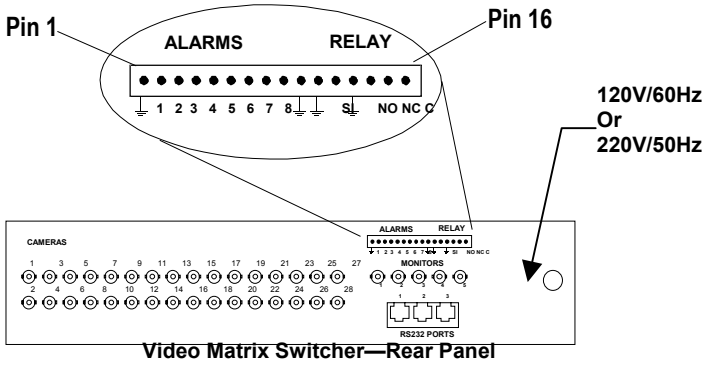


Figure B.1: Alarm/Relay Connections

The following is a description of the alarm and relay connector pins.

Pin Number	Description
1	Ground
2	Alarm 1
3	Alarm 2
4	Alarm 3
5	Alarm 4
6	Alarm 5
7	Alarm 6
8	Alarm 7
9	Alarm 8
10	Ground

Pin Number	Description
11	External Sync Ground
12	External Sync Input
13	Ground
14	Relay—Normally Open
15	Relay—Normally Closed
16	Relay—Common

Connections

Alarms

- Alarm contact closures must have a resistance of 500 Ohms or less.
- Connect alarm contacts to inputs 1 through 8 (pins 2 through 9).
- Connect alarm contact returns to Ground (pin 1 or 10).

External Sync

- External sync input signal must be 1-5Vrms, 50/60Hz.
- Connect external sync to input SI (pin 12).
- Connect external sync ground to Ground (pin 11).

Relay

- Connections for the internal relay are normally open (NO), normally closed (NC), and common (C). The relay contact ratings are 0.6A @ 120Vac / 0.3A@240Vac.
- Connect an alarm response device requiring a normally open circuit to **NO** (pin 14) and **C** (pin 16).
- Connect an alarm response device requiring a normally closed circuit to **NC** (pin 15) and **C** (pin 16).

NOTES:

APPENDIX C

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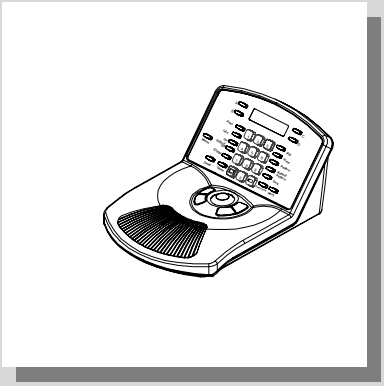


Glossary

abnormal state

Describes an unexpected state of a device or unexpected result of a function. For example, if a user sets the normal state of a door to be closed, it would be in an abnormal state when it is open. An alarm may be triggered when an abnormal state is detected.

alarm

The system's response when an input changes from its normal state to its abnormal state (if the system has been configured to respond to such a condition). When an alarm is triggered, the controller (i.e., TOUCH TRACKER) beeps until it is acknowledged.

alarm mode

The condition of the TOUCH TRACKER when an alarm is active. In the alarm mode, the TOUCH TRACKER beeps and the associated alarm information is displayed on the LCD.

Apple Peel pattern

A default pattern that a SpeedDome runs whereby the dome makes three complete revolutions starting at the ceiling line and tilting down 30° each revolution.

Auto Pan

Smooth side-to-side motion that can be programmed on the SpeedDome LT. This feature is programmed and accessed using the Pattern function. *See also SpeedDome LT.*

automatic alarm acknowledgment

The system setting that allows alarms to clear automatically after a designated period of time set by the operator.

automatic system function

A system operation that, once you program it, can be initiated automatically via the TOUCH TRACKER. Quick Views, Patterns, alarms, timed events and Sequences are automatic system functions.

camera command

A directive issued to the camera via the TOUCH TRACKER—either a pan, tilt, zoom, focus, or iris command.

camera control mode

The condition of the TOUCH TRACKER when an operator is manually selecting/controlling cameras, selecting monitors, displaying Quick Views and Patterns, or toggling the state an output.

cursor

1. The blinking square on the LCD when the TOUCH TRACKER is in the menu/programming mode. It indicates which field on the LCD is expecting to have data entered.

2. The blinking area on Monitor 1 when an on-screen form (such as Camera Naming or Event Scheduling) is displayed. It indicates which field on the screen is currently active. It can be moved using the Tracker Ball or the Next button.

dome

A camera housed inside a plastic dome. The system can be used to control programmable SpeedDomes, non-programmable SpeedDomes, MiniDomes, and SpeedDome LTs.

duration time

The amount of time, in seconds, that an event within the Sequence will remain on the monitor before it is replaced by another event.

event

1. A Quick View, Pattern, or fixed shot included in a Sequence.

2. One of 32 available Patterns, Quick Views, or fixed shots that can be scheduled to run at specified times on specified days during the week using the Event Scheduler.

fixed shot

The view of whatever a camera happens to be "looking at" when it is called up on the monitor.

flip

To instantaneously flip the SpeedDome 180° in the opposite direction of where it is currently pointing.

focus

The process of adjusting the clarity of a scene or an object, as seen through a camera.

ID code

A way of identifying the type of dome that is currently selected. This code is helpful if you need to explain to a technical support representative what kind of domes are installed at your facility.

input

A connection point on a system component that enables the system to monitor input devices.

Input device

A hardware component that provides an electrical signal to indicate the state of a device. Typical input devices include door contacts, motion detectors and smoke detectors.

iris

The camera component that determines how much light enters the camera. By adjusting the iris, you can adjust the brightness and darkness of the video on the monitor.

keypad

The portion of the TOUCH TRACKER containing the buttons that enable you to call up an individual camera, control a camera's iris, flip a SpeedDome, run the Apple Peel pattern, display Quick Views, run Patterns, toggle the state of a dome output, select a monitor, and initiate Sequences.

LCD

Liquid Crystal Display. The portion of the TOUCH TRACKER that enables you to view which camera is currently selected, and indicates when a Quick View or Pattern is running. It also indicates whether or not POS/EM Value has priority over the cameras, and displays system messages, prompts, and the menu.

menu/programming mode

The TOUCH TRACKER state that allows you to display and select from the menu, program the automatic system functions, run on-screen programming and perform utilities.

mode of operation

The current condition of the TOUCH TRACKER. There are four modes of operation: camera control mode, menu/programming mode, sequencing mode, and alarm mode. The TOUCH TRACKER functions differently depending on its current mode of operation. *See also alarm mode, camera control mode, menu/programming mode and sequencing mode.*

monitor

The screen where camera video is displayed. Your system supports up to 5 monitors. Monitor 1 will display on-screen forms when selected.

non-programmable camera

A camera or dome that does not have any programmable features.

normal state

Describes the expected state of a device or expected result of a function. For example, if a user sets the normal state of a door to be “closed”, the door would be in a “normal state” when it is closed and an “abnormal state” when it is open.

On-screen forms

Special programming features that are displayed on monitor 1 when accessed. These forms include camera naming, date/time setup, monitor setup, and event scheduling utilities.

output

A connection point on a hardware component that enables the system to control output devices.

Output device

A hardware component that can be controlled by the system. Typical output devices include gates, door strikes, and lights.

pan

Side-to-side camera movement.

pattern

A sequential series of pan, tilt, zoom, and focus movements from a single programmable dome. You “teach” the dome a combination of these movements that can be replayed automatically.

Peel

The TOUCH TRACKER button that enables you to initiate the SpeedDome Apple Peel pattern.

POS/EM Value system

Point of Sale/Exception Monitoring. An external system that some systems are connected to. POS/EM Value monitors the activity that takes place at the cash registers and documents selected exception transactions.

primary TOUCH TRACKER

The TOUCH TRACKER that employs all of he functionality described in this manual. It can perform system programming, initiate automatic functions, clear alarms, and execute all of the utilities.

primary user

The person who is currently using the primary TOUCH TRACKER.

programmable camera

A dome, for example the SpeedDome, that can be programmed to perform automatic functions.

Quick View

A programmed video scene, based on a specific pan, tilt, zoom and focus setting that can be recalled automatically.

reset

The process whereby a SpeedDome re-initializes, re-calibrates, homes up, and then comes back on-line. The reset process takes approximately 30 seconds, and the SpeedDome is inoperable during that time.

secondary TOUCH TRACKER

The TOUCH TRACKER whose feature set is somewhat limited. It cannot perform system programming (except the Sequence) or clear alarms.

secondary user

The person who is currently using the secondary TOUCH TRACKER.

Sequence

A collection of up to 64 Quick Views, Patterns, and fixed shots, that are displayed one after the other on the selected monitor. It provides a broad surveillance of a facility.

sequence mode

The condition of the TOUCH TRACKER when the Sequence is running. The LCD displays the event number and time remaining until the next event in the Sequence is displayed.

SpeedDome

A programmable camera that enables security personnel to track a target or survey an area. This camera supports programmable features (presets and patterns), 360° continuous rotation, alarm inputs and outputs, and has 10x fast zoom lens. It is available in either color or black and white versions. *See also SpeedDome LT and SpeedDome Ultra.*

SpeedDome LT

A programmable camera that enables security personnel to track a target or survey an area. This camera supports programmable features (presets and Auto Pan), 360° continuous rotation, and has a 12x optical zoom lens. This type of camera does not support pattern programming or alarm inputs and outputs. It is available in either color or black and white versions. *See also SpeedDome and SpeedDome Ultra*

SpeedDome Ultra

A programmable camera that enables security personnel to track a target or survey an area. It is compact in size compared other SpeedDomes. This camera supports programmable features (presets and patterns), 360° continuous rotation, alarm inputs and outputs, and has a 12x optical zoom lens with 4x electronic magnification (48x zoom). It is available in either color or black and white versions. *See also SpeedDome and SpeedDome LT.*

tilt

Up and down camera movement.

toggle

To alternate the current state of a dome output. If the output is currently off, toggling it will turn it on, and vice-versa.

TOUCH TRACKER

The video control station that provides you with easy access to various video control features.

Tracker Ball

The portion of the TOUCH TRACKER that enables you to pan and tilt the camera and scroll through the selections on the menu.

utility

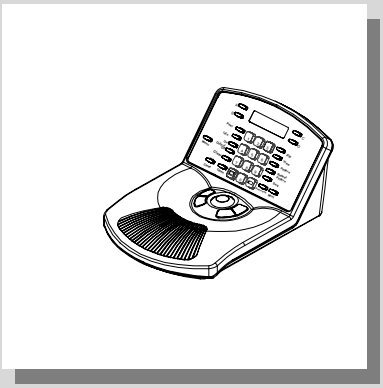
A menu selection that either assists you in self-help system diagnostics, or provides you with a convenience feature for system operation. The utilities are accessed via the menu.

video matrix switcher

The external unit that supports video switching, monitor control, system time and date information, text overlay camera titles, eight alarm inputs, one relay output, and timed events.

zoom

To adjust the magnification of the camera lens to make an object appear closer (larger) or farther away (smaller).



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